

AUSTRALIAN CUBE



THE WORLD'S BIGGEST NINTENDO MAGAZINE

NO.2

FEATURING

SUPER MARIO SUNSHINE



EXCLUSIVE

We've played it and it's a scorcher!

ETERNAL DARKNESS

FIRST AUSSIE REVIEW

Shock horror! The Nintendo game that ain't for kids... Be very afraid

RESIDENT EVIL

Spine-tingling adventure we dare to review in the dark... well, darkish.

WIN

100 fantastic prizes to be won in our amazing Resident Evil competition.

AGENT UNDER FIRE

Gadgets, guns, cars and girls - we play with them all!

CAPCOM VS SNK 2: EO

SMACK! Ryu takes the fight onto the GameCube!



OUTLAW GOLF

FORE! Fancy a stroke?



SUPER MONKEY BALL 2

BALLS! More amazing monkey business!



JEDI KNIGHT 2

FORCE! Feel it flowing through you...



TIME 2 SPLITTERS

BURN IT UP! World exclusive screenshots!



WWE X8

RUMBLE! Will THQ be the king of the ring again?

\$8.50 Australia
\$9.50 New Zealand

"excite, enthuse and inform"

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PUBLISHING





WELCOME

SO, WINTER is finally coming to an end, but during the cold weather there's been a dearth of quality games – the theory being that everybody in Europe and the USA are out there enjoying the sun... but what about us?

This is the way that it has always been, and there's no getting away from the fact that if you own a GameCube, it's very much a case of digging in and waiting for those great games that we know are just around the corner. So, in preparation of the spankingly good times ahead, we cast our beady eyes Septemberward safe in the knowledge that that's when the good stuff is heading our way.

The opposite is the case over in Japan where, as you read this, hundreds of thousands of our fellow Cubers are relishing Mario's latest quest and marvelling, once again, at Miyamoto-san's genius, the lucky blighters! Thankfully though, and just before we begrudgingly sent this issue to the printers, Mathers, thanks to his worldwide gameshounds, managed to get his hands on *Super Mario Sunshine*. So, we've had the opportunity to tell you as much about the game as we can in a relatively short space of time, it pains us that we simply couldn't review the game in time for this issue, but we'd rather do one of the most important games releases of the year justice rather than cobbling together some half-hearted attempt at a review. Sorry. However, it's not like we don't already know that it's amazing. We don't

actually need to convince any of you to buy it, do we? So maybe it's better that we haven't reviewed it, but rather spend the coming months showing you what to look forward to when it is finally released – import gamers will simply have to forgive us, but then, you've bought it anyway, haven't you...?

To coincide with our review of the 'must buy' *Resident Evil*, our friends at THQ have given us 100 fantastic *Resident Evil* prizes for our great September competition. Make sure you use your gaming knowledge to enter and you could win a fantastic limited edition DVD or a copy of the game itself. Elsewhere you'll find a shedload of exclusive new info and shots of *Timesplitters 2* and our world exclusive review of *Eternal Darkness*, as well as enough exclusive news and previews to keep you satisfied until the next month when it all kicks off... Can't wait? Also, make sure you get online and point your browsers to www.totalgames.net/forum and click on 'GameCube' to hook up with fellow Cubers from around the world and, more often than not, the mag team. Enjoy!

Simon Phillips
Group Editor

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CUBE wouldn't be the mag that it is without a raft of stunning games. So get a load of this little lot!

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The world's biggest Nintendo GameCube magazine!



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RESIDENT EVIL

⌂ We switch the lights off to review this spine-tingling adventure.

➡ It's been on the shelves for ages and we're only just reviewing it... that means it's bad, right?



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JEREMY MCGRATH
SUPERCROSS WORLD



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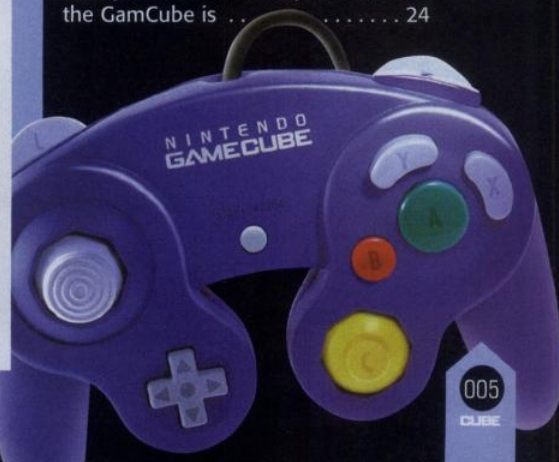
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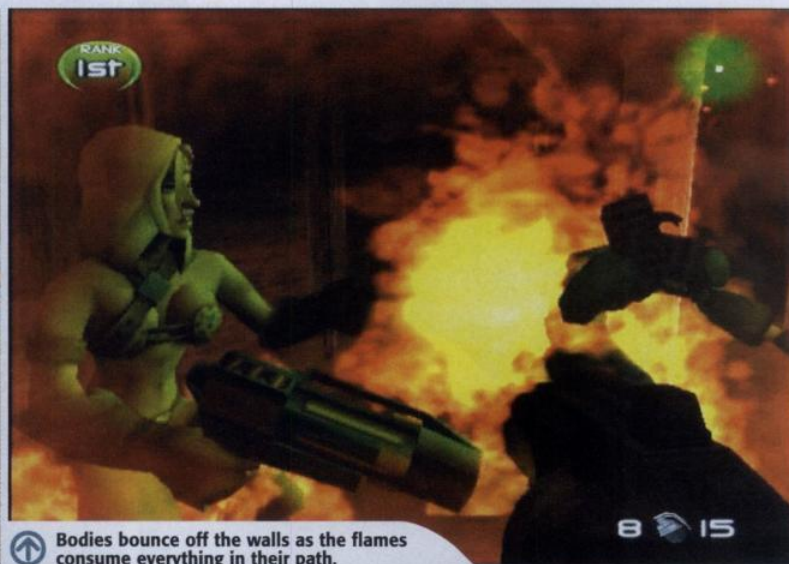
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ACT YOUR AGE

Some people reckon the GameCube is for kids... well, is it? This tired cliché is put to the test by **CUBE** as we try to discover exactly how mature the GamCube is 24



UP FRONT



Bodies bounce off the walls as the flames consume everything in their path.

CUBE

INFORMATION

TIMESPLITTERS 2

PUBLISHER: EIDOS

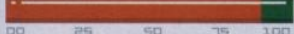
DEVELOPER: FREE RADICAL

ORIGIN: UK

GENRE: SHOOT-'EM-UP

PLAYERS: 1-4

PERCENTAGE COMPLETE



AT-A-GLANCE

- GOLDENEYE 2?!
- MULTIPLAYER MARVEL
- EXPANSIVE SINGLE-PLAYER MODE
- GREAT WEAPONS
- BURN STUFF! BURN IT ALL UP!

RELEASE DATES



CUBE
WORLD
EXCLUSIVE
SCREENSHOTS

“AFTER PLAYING THE 90% COMPLETE VERSION WE MUST SAY THAT BURNING STUFF RULES!”

UP FRONT
TIMESPLITTERS 2

TIMESPLITTERS 2

Transcending the tides of time is all good and well, but really, we just want to burn lots o' stuff!

MMMM... BURNING STUFF and watching it squeal... then dousing it with water... then setting fire to it and watching it squeal again. Burning things is just one of the aspects of Free Radical's shoot-'em-up sequel that has got us very excited, but after playing the 90% complete version we have to say that burning stuff rules!

TS2 has been cleaned up since we saw it last. Previously blurry textures have been sharpened and flames now rip past you like liquid fire. Admittedly it doesn't look quite as nice as *Die Hard*, but as far as multi-format shooters go, it's easily top of the league. The real selling point of TS2 is the fact that it plays exactly like *GoldenEye* on the N64. We don't mean that it's similar – we mean that it may as well be the

unofficial sequel to Rare's all-time classic; understandable seeing as the founders of the company worked on the Bond title. Everyone liked *GoldenEye*, so a follow up complete with new, varied levels, a time-travelling storyline, OTT weapons and a massive multiplayer section would seem to be the perfect game.

The original *TimeSplitters* game had a lacklustre one-player mode, instead focusing on the multiplayer. The multiplayer section has been enormously expanded. Running at a constantly high framerate, with more levels, weapons and options than you can shake a stick at, TS2 will probably be our lunchtime challenge for months.

The one-player mode is now a respectable size and a reason to buy the game in itself. Each level takes place in a different time zone as you attempt to find the nine crystal shards, which have been scattered throughout time by the TimeSplitters.

The great news of course, is that being an Eidos game, we'll get TS2 at exactly the same time as the US!

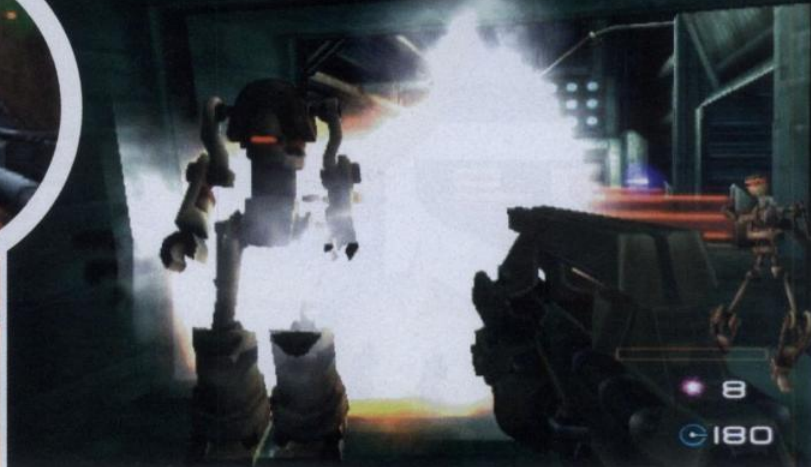
Two months and counting...

CUBE

CUBE
**GAME
TO WATCH**



Like Friday night in CUBE's local boozier, this is clearly a bag over the head situation.



The furry family of four returns for yet more manic monkey mayhem, with a complete makeover to boot!



SUPER MONKEY BALL 2

CUBE

INFORMATION

SUPER MONKEY BALL 2

PUBLISHER: SEGA

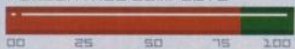
DEVELOPER: AMUSEMENT VISION

ORIGIN: JAPAN

GENRE: PARTY PUZZLER

PLAYERS: 1-4

PERCENTAGE COMPLETE



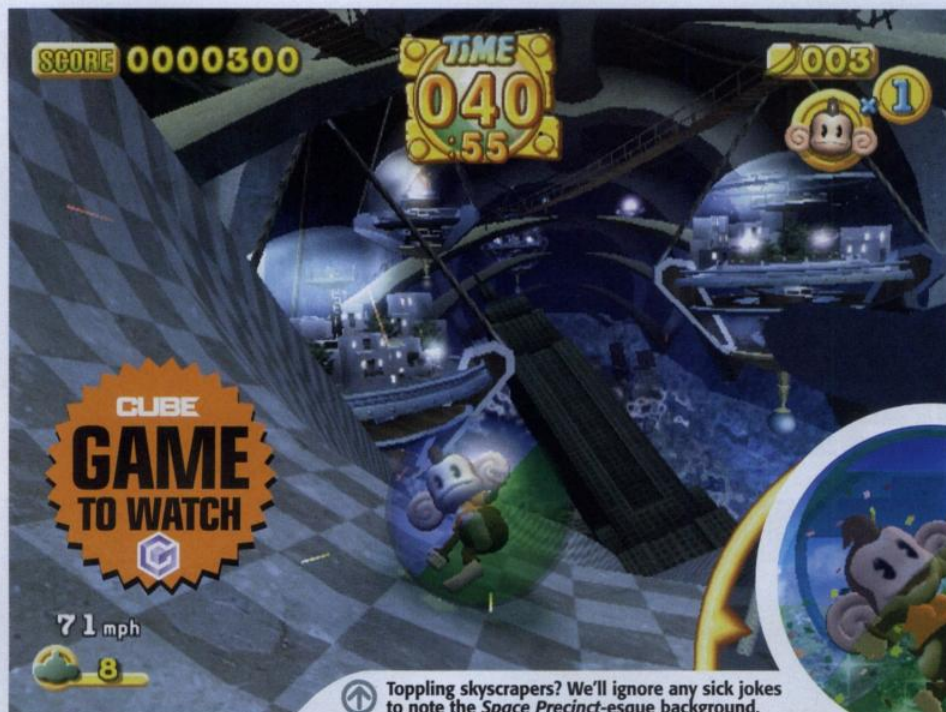
AT-A-GLANCE

- MORE MONKEYS!
- ALL-NEW LEVELS
- ALL-NEW MINI-GAMES
- UPDATED SMB GAMES
- GORGEOUS GRAPHICS

RELEASE DATES



"WE'RE PREPARING FOR SOME ALL-NIGHT SMB2 SESSIONS! EXPECT ISSUE 3 TO BE LATE..."



More monkeys, more levels, more games and it's all so gorgeous.



WHO'D HAVE THOUGHT it, eh? Yes, we admit it – when we first saw the shots of the original *Super Monkey Ball* we were excited but we certainly never expected it to become a multiplayer phenomenon that would rival even the mighty *Mario Party*. To this day it remains one of the most played games in the office and has only recently been knocked out of our Top 3 favourite multiplayers by *Bomberman*.

When news of a sequel surfaced we squealed for joy (no, I didn't – Ed) but we were only anticipating new levels and slightly upgraded

graphics. We didn't expect Amusement Vision to deliver the improvements in such quantities. The first change that you'll notice with *SMB2* is the sublime graphics. *SMB* always looked great but the backgrounds were quite simple – the basic engine from the original has been completely upgraded allowing AV to use complex backgrounds and extremely intricate courses. One course takes place on a boat inside a massive whale. The waves rock the boat and you can see the whale's mouth in the distance. As time goes on you get closer and closer to the

mouth of the beast – very impressive. Graphically, the new game makes the original pale in comparison. This seems to be happening with a lot of the second-generation software, thus proving that games like *Rogue Leader* are only the tip of the iceberg as far as technical achievements are concerned.

It's not the one-player mode that you want to hear about though – we all know that it was the multiplayer options that made the original so popular and AV has delivered by the bucket-load. Firstly, the original games have been improved upon.

For example, it's now possible to play *Monkey Target* in a simultaneous, four-player mode. This means that you can try and knock your opponents off course as well as landing your ball. Say goodbye to those 5,000+ scores... maybe. Then there are the new games. *Monkey Baseball*, *Monkey Tennis*, *Monkey Shot*, *Monkey Dogfight*, *Monkey Boat Race*, *Monkey Football*... do you really need anything else? We're preparing ourselves for some major all-night sessions come August. Expect issue 3 to arrive late on the shelves, if ever... **CUBE**



GCM

GAMECUBE NEWS

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AT A GLANCE

THE CALM BEFORE THE STORM

Prepare yourselves for a gaming avalanche with over 50 titles set for release for the next four months

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Enter our fantastic Resident Evil Competition with 100 great prizes to be won.

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WORLD NEWS

First ever shots of Rally Championship and Rocky as well as an interview with Barbarian's Alan Tew

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THE END OF THE WORLD

Nintendo's annual Japanese show gets the chop in favour of several smaller, more intimate versions

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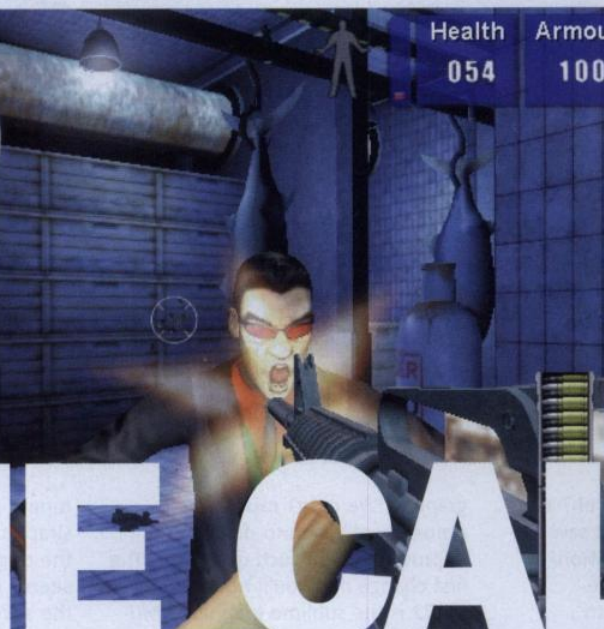
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CUBE'S FINAL THOUGHT

Donald Duck returns as a superhero and we contemplate why Nintendo opt for demos

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THE CALM BEFORE THE

Prepare yourselves for a gaming avalanche!

AUGUST IS TRADITIONALLY a quiet month for the gaming industry – America and Europe go on holiday, and even if people are around they supposedly tend to spend more time outside than they do playing games. Because of this, publishers hold back on releasing key titles until September at the earliest. What about us in Australia? It always so hot playing games in the summer!

Since *Pikmin* hit the shops, there hasn't really been anything big to speak of. Other territories have been

luckier, with *Eternal Darkness* going on sale in the US and *Super Mario Sunshine* blessing Japan, but in Australia it's been relatively slow.

This is all set to change in September, with the final four months of the year playing host to an onslaught of some 50+ titles. We're not just talking a few big games and skip-loads of rubbish either – there are plenty of 'must buy' titles in there and you'll be hard pushed to get through them all. The action kicks off with *Resident Evil*

(the import version scored 9.5) in mid-September. *Turok Evolution* follows soon after and then things get really exciting. *Eternal Darkness* (see p66), *Super Mario Sunshine* (see p42) and *Rally Fusion* (see p40) are all due in October. It may seem a bit weird to release Mario in the Halloween period but the alternative is that the game gets delayed so we'll keep our mouths shut. Had enough yet? No, didn't think so. November makes the other months look like a stroll in the park with *Star*



With 'Evolution' in the game's title, why aren't they living in towns and driving big cars yet?



STORM

Fox Adventures, *Die Hard Vendetta*, *Tony Hawk's 4*, *Vexx*, *Robotech*, *Dave Mirra 3* and *TimeSplitters 2* (turn back to page 6) all vying for your all too-limited cash. How are you going to cope? Well, you'd better get playing because the year is suitably finished with *Metroid Prime*, *NHL Hitz 20-03* and *Mortal Kombat*.

"THE FINAL MONTHS OF 2002 PLAY HOST TO AN ONSLAUGHT OF 50+ TITLES, NEARLY A THIRD OF WHICH ARE 'MUST BUY' GAMES"

As well as these massive titles lucky import gamers will also have access to *Resident Evil Zero* and *The Legend Of Zelda*. So you can see that the mini gaming drought that we've suffered over the past 6-8 weeks is nearly at an end. Tut, it never rains, it just pours...

CUBE

CUBE

THINKS...

FIRST IMPRESSION

You can see for yourself that the GameCube has an extremely healthy last quarter in the pipeline. The only genres that are seemingly absent are the pure RPGs and the straight racers. Fans of those games will have to be just a little more patient - *Final Fantasy*, *Tales Of Phantasia*, *Auto Modellista* and *Ridge Racer* will be along in March and they really will be worth the wait.

CUBE

CUBE RECOMMENDS...

The games that you absolutely, positively have to buy

TERRITORY GAME NAME GENRE

SEPTEMBER

Australia	<i>Resident Evil</i>	Survival Horror
Australia	<i>Turok Evolution</i>	Shoot-'em-up

OCTOBER+

Australia	<i>Super Mario Sunshine</i>	Adventure
Australia	<i>Eternal Darkness</i>	Psychological Horror
Australia	<i>Rally Fusion</i>	Racing
Japan	<i>Mario Party 4</i>	Marty Puzzler

NOVEMBER

Australia	<i>StarFox Adventures</i>	Adventure
Australia	<i>Die Hard Vendetta</i>	Shoot-'em-up
Australia	<i>Tony Hawk's 4</i>	Sport
Australia	<i>Vexx</i>	Adventure
Australia	<i>Robotech</i>	Shoot-'em-up
Australia	<i>Dave Mirra 3</i>	Sports
Australia	<i>TimeSplitters 2</i>	Shoot-'em-up
Japan	<i>Wario World</i>	Adventure

DECEMBER

Australia	<i>Metroid Prime</i>	Shoot-'em-up
Australia	<i>Mortal Kombat</i>	Beat-'em-up
Australia	<i>NHL Hitz 20-03</i>	Sports
Japan	<i>The Legend Of Zelda</i>	Adventure

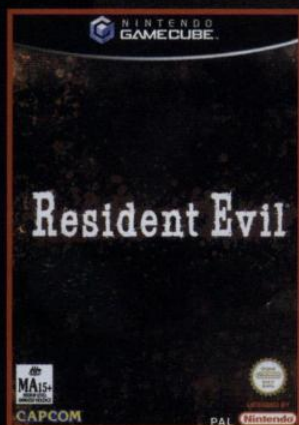


WIN! 100 FANTASTIC RESIDENT EVIL PRIZES TO BE WON!

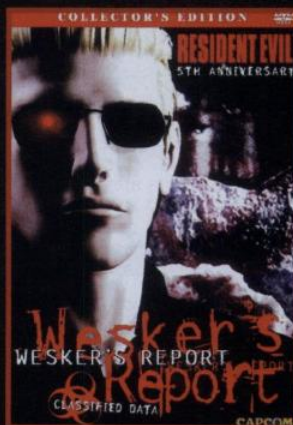
CUBE and those lovely people at THQ have got together and come up with not one, but 100 prizes for our fantastic RESIDENT EVIL competition.

We gave RESIDENT EVIL an awesome 9.5 in our review on page 54 and we are sure it will be one of THE games of 2002. To celebrate the Australian release we're giving you the chance to win one of 100 fantastic RESIDENT EVIL prizes.

You could win one of FIVE copies of the game, one of FIVE copies of the strictly limited edition, Wesker's 'RESIDENT EVIL 5TH ANNIVERSARY COLLECTORS EDITION' DVD or one of 90 RESIDENT EVIL COLLECTOR'S EDITION DVD's. All you have to do is to tell us in no more than twenty five words, why the GAME CUBE is the best games machine in the world. The best 5 entries will win a fantastic RESIDENT EVIL game and the next five will win one of the WESKER'S REPORT RESIDENT EVIL 5TH ANNIVERSARY COLLECTORS DVD's and the next 90 best entries will each win a copy of the LIMITED EDITION RESIDENT EVIL COLLECTOR'S DVD. To enter, write your answer on the back of an envelope and send your completed coupon to RESIDENT EVIL COMPETITION, CUBE MAGAZINE, PO BOX 1564, SYDNEY, NSW 2001. The competition closes at 5pm, Tuesday 1st October 2002.



**WIN ONE OF FIVE
COPIES OF 'RESIDENT
EVIL' THE GAME, ONE
OF FIVE COPIES OF
THE STRICTLY LIMITED
EDITION, WESKER'S
'RESIDENT EVIL
5TH ANNIVERSARY
COLLECTORS EDITION'
DVD OR ONE OF 90
'RESIDENT EVIL
COLLECTOR'S
EDITION' DVDS**



RESIDENT EVIL COMPETITION ENTRY FORM

NAME _____ ADDRESS _____ STATE _____ POSTCODE _____

DAYTIME TELEPHONE _____ EMAIL _____ ☐ I do not wish to receive any further information by mail or email

Resident Evil Competition Terms & Conditions 1. Information on 'how to enter' and prizes form part of conditions of entry. Enter as many times as you wish, but each entry must be written on an original entry form, published in CUBE Australia, issue 2.. 2. Entry is open to all residents of Australia (and New Zealand) except employees and immediate families of the promoter, associated companies and agencies. 3. The competition commences on 07/09/02 and closes on 01/10/02 at 5.00pm. The winners will be the entries selected at the Paragon Publishing Offices on Tuesday 8th October at 11.00am. 4. Prizes and values are as follows, 5 x Resident Evil games, valued at \$104.50 each, 5 x Wesker's Report 5th Anniversary Collector's Edition Resident Evil DVD, valued at \$49.95 each. 90 x Resident Evil Collector's Edition DVD, valued at \$9.95 each. Total prize value \$1,668.65. Prizes are not transferable or redeemable for cash. 5. The judges' decision in relation to any aspect of the competition is final and binding on each person who enters. Chance plays no part in determining the winner. No correspondence will be entered into. 6. Winners will be notified by mail. 7. All entries become the property of the promoter. The entries may be entered into a database for future promotional, marketing and publicity purposes, unless otherwise stated by the entrant. Promoter reserves the right to publish photographs of the winners. 8. The promoter shall not be liable for any loss or damage whatsoever suffered, including but not limited to direct or consequential loss, or personal injury suffered or sustained in connection with the prizes. Any change in value between the publishing date and date the prize is claimed is not the responsibility of the promoter. 9. The promoter is Paragon Publishing Pty Ltd.



**I'LL NEVER LOOK BACK,
I'VE GOT NO REGRETS!**

Sonic Adventure was a hit on the Dreamcast when it was released. Like Nintendo's *Mario 64* before, it proved to fans that their favourite cute 2D mascot could make the transition into 3D while retaining the same style of gameplay and quality feeling as earlier incarnations.

Being on brand new hardware, the visuals were stunning. You could see right to the horizon above the canopy of a vast jungle, walk through a bustling city... the music was top too. Cheesy rock accompanied the blistering fast gameplay. The sequel *Sonic Adventure 2*, which was also released on the GameCube for the UK launch, failed to capture the spirit of the first adventure in many people's eyes, so this port is certainly welcome, if with a slight apprehension. When will we see a proper new adventure, SEGA?

SONIC BOOM!

"If you love Sonic Team games, then buy a GameCube" – Yuji Naka couldn't be more true



SONIC TEAM'S LOVE for the GameCube has been made even clearer in light of their most recent announcements made a few days ago.

Two new GameCube discs are to be released by the Japanese gaming giants – *Sonic Mega Collection* and *Sonic Adventure*. As you may have guessed, the *Sonic Adventure* disc is, worryingly, a port of a three year old Dreamcast game. Improvements and extra modes are to be expected, but still – porting this AFTER *Sonic Adventure 2* seems a tad bizarre.

However, we are far more excited by the *Mega Collection* disc. As the title hints at, it contains a giant collection of classic sonic games. The list of games that are to be included is as follows:

■ <i>Sonic The Hedgehog</i>	(MegaDrive – 1991)
■ <i>Sonic The Hedgehog 2</i>	(MegaDrive – 1992)
■ <i>Sonic CD</i>	(SEGA CD – 1993)
■ <i>Sonic The Hedgehog 3</i>	(MegaDrive – 1994)
■ <i>Sonic & Knuckles</i>	(MegaDrive – 1994)
■ <i>Sonic 3D Blast</i>	(Saturn – 1996)
■ <i>Sonic R</i>	(Saturn – 1997)
■ <i>Sonic Shuffle</i>	(Dreamcast – 2000)
And rumoured for inclusion:	
■ <i>Sonic Drift</i>	(Gamegear – 1995)

As you can see, the disc is quite similar to *Sonic Jam*, which was released on the SEGA Saturn a few years ago. Whether or not the GameCube disc will contain a 3D mini-world for you to explore similar to *Sonic Jam* is unknown at this time, and the inclusion of titles like *Sonic 3D Blast* and *Sonic Shuffle* seems a little odd; they have never been considered true Sonic titles by the fans. What tunes are actually to be included with *Sonic CD* is still up for debate. It would be nice to have both the Japanese and American soundtracks in the tracklist, 'cause they're both pretty groovy.

CUBE



CUBITES

THE TASTIEST MORSELS
OF INFORMATION FROM
THE WORLD OF NINTENDO



THIS LITTLE PIGGY

Farming fanatics and Game Boy Color fans will be thrilled to hear that Harvest Moon will be coming to GameCube next year. Details about the game are scarce at the moment but we do know that it will be a totally new adventure.

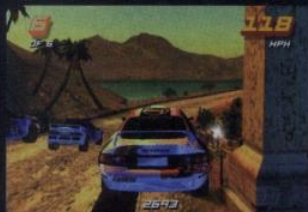


SMASHING!

Nintendo has revealed that new Smash Brothers trophies will be unlocked in the game if your GameCube detects Metroid Prime or Mario Sunshine saves on your memory card. The new trophies are Caped Mario On Yoshi and Helmet-less Samus.

SHOX TACTICS

EA's arcade rally racing game Shox is underway for GameCube. The game is a cross between SEGA Rally and the Rush series with jumps and crashes earning you bonus points. It's looking pretty sweet at the moment.



FOOD FOR THE SOUL

As we write, Soul Calibur II has hit Japanese arcades. It shouldn't be too long before the machines arrive over here, so you can expect our first gameplay impressions in issue 3.



If the cars are going to be this ill-defined, the gameplay had better be something special to compensate!

RALLY CHAMPIONSHIP

With Colin McRae in the works this'd better be special

WHAT IS IT with this industry? You wait ages for a rally title and then five come at once. With EA, Codemasters, UbiSoft and Activision all on the GameCube rally trip you'd be a fool to release anything substandard, but with *Rally Championship* SCI thinks it has it sussed. Taking place in Africa, Scotland, Wales and the USA RC boasts officially licensed cars such as Mini Coopers, Audi Quattros and

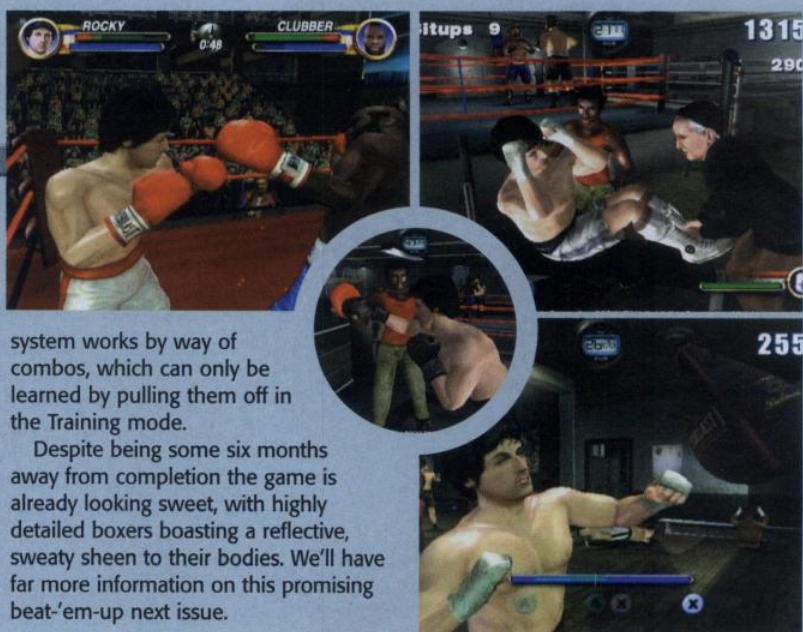
Imprezas. There are 25 licensed cars in all that can be raced on 33 different tracks across six different rally events. As you can see the figures are quite impressive but when it comes down to it the game resembles a Dreamcast title... and a bad Dreamcast title at that. It always worries us when a publisher announces the existence of a game so close to its launch date and with RC set to be released in

just two months time, there doesn't seem to be any time to improve the game. Bland, stretched, blurry textures were acceptable on the N64 but we're talking the machine that has arguably the best texture application abilities out of all the next gen consoles. You never know though. SCI may be playing a joke on us. Yeah, that must be it - the game doesn't really look this bad, right?

ROCKY

SOLID... SOLID AS A ROCK

WE REVEALED WAY back in issue 1 that publisher Rage was underway with a version of its newly acquired boxing license *Rocky*. Scotland-based Steel Monkeys is beaver away on the GameCube version and after months of waiting screenshots has finally been released. Based on the Seventies flick starring Sylvester Stallone, the game will feature all of the Rocky characters such as Apollo Creed, Clubber Lang, Ivan Drago and Tommy Gunn. As with most boxing games you will get the chance to take your chosen boxer through vigorous training routines in order to get him up to scratch. The fighting



system works by way of combos, which can only be learned by pulling them off in the Training mode.

Despite being some six months away from completion the game is already looking sweet, with highly detailed boxers boasting a reflective, sweaty sheen to their bodies. We'll have far more information on this promising beat-'em-up next issue.

CUBE
EXCLUSIVE
NEWS



BARBARIAN

Muscles, might and magic

WELL, IT DOESN'T look like Capcom is going to revive the *PowerStone* series anytime soon despite the fact that there are a load of diehard fans out there, so *Barbarian* looks set to have the multiplayer beat-'em-up market all to itself. Set in ancient Greece and sporting the mythical monsters and characters you would expect from that period, *Barbarian* sees you battling it out in multi-tiered battle arenas. The freedom to roam and the ability to pick up and use items against your opponents will be familiar to fans of Capcom's classic *PowerStone* series. Pretty much anything you see lying around (rocks, weapons etc) can be lifted and thrown – even your opponents can be used as projectiles. Each character has a set of special moves and a throw to compliment the traditionally basic punch, kick and slash combos.

The part that we're most intrigued about is the fact that real-life top models have been used to play the female fighters. We're not too sure about the implications and legality of this, but the thought of Kate Bush Vs Naomi Campbell puts a huge grin on our faces! Mind you though, the press release doesn't say Super Models. Shame...



CUBE



Or what about RuPaul Vs Pamela Anderson? We've really got to get out of the office more...



IN THE CUBE WITH...

ALAN TEW

NAME: ALAN TEW
POSITION: LEAD DESIGNER
COMPANY: SAFFIRE

CUBE: How did you first get into the videogames industry?

ALAN TEW: It took a bit of luck. I actually wanted to do comic art growing up. At no point while playing *Pac-Man* did I consider game art as a career, but I have always been a gamer before an artist. One day a friend of mine brought me a wanted ad for an artist position at Saffire, so I collected and dated my sketchbooks (no portfolio) and lucked out with a job. I was 19 years old. Eight years later, I'm having the time of my life (but I still keep a Web site of drawings up just to remind me of the old dream).

CUBE: What are your Top 3 games of all time?

AT: *Soul Calibur*, *Zelda 64*, and *Thief II* pop in my head.

CUBE: If you could be any famous person who would it be and why?

AT: Shigeru Miyamoto, maybe. I just love games, and he has an amazing track record of fun, innovative titles.

CUBE: Favourite food?

AT: Vanilla shakes count as food, right?

CUBE: Favourite band/song?

AT: The Pixies and Tame.

CUBE: Are you a fan of the original *Barbarian*? Are there any elements from the original which you thought "yeah, that definitely has to go in"?

AT: I have very vague memories of the classic *Barbarian*, so there really aren't any elements or fond memories that were transplanted from that game. Most of our inspiration came from other barbarians, like Conan and Slaine.

CUBE: In some ways *Barbarian* plays a lot like *PowerStone* by Capcom. Would you say that it was an influence at all?

AT: *PowerStone* had a heavy influence on *Barbarian*. Fighting fans have seen the same thing done over and over again, and I felt like the freeform fighting in *PowerStone* was a breath of fresh air. I really wanted to see if it could be taken further; if we could expand a freeform fighter into something that was more appealing to fans of the genre.

CUBE: What aspect of the game are you most proud of?

AT: I think *Barbarian* is a strong multiplayer game with strong multiplayer options. Seeing a group yell and laugh as they beat the **** out of each other always makes me feel warm and fuzzy inside.

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NINTENDO SPACEWORLD 2001



Among the forthcoming titles on show is *Zelda Waverace*? Surely not!

END OF THE WORLD

Nintendo's annual show gets the chop

FOLLOWING AN AVALANCHE of rumours Nintendo has confirmed that this year's SpaceWorld show will not go ahead. SpaceWorld is held annually at the Makuhari Messe Hall in Tokyo and is a dedicated Nintendo show but the Japanese giant has claimed that it doesn't allow it to get to as many gamers as it would like. In order to fulfil what Nintendo wants it would have to take SpaceWorld around the country. Touring a show of this size is impractical, time consuming and stupidly expensive, so Nintendo will instead hold several smaller shows in key towns. Regular readers may remember that Nintendo did something very similar in March when it held a number of preview days for *Animal Forest+*, *Doshin The Giant* and *Biohazard*. This way Nintendo can focus on a few titles at a time to get maximum exposure. **CUBE** expects the first of these small shows to be held in August in order to show off *Wario World* and *Mario Party 4*.

It may also be the case that Nintendo will also be present at the Tokyo Game Show in September but this has yet to be confirmed.



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TOTAL
GAMES
netWhat's new on
the online
version of Cube?

WANT TO KNOW something about the GameCube? Then clearly, the best place to visit is the **totalgames.net CUBE** forum! With hundreds of members in residence, you can be sure that there is never a shortage of facts, opinions and downright rants to look through. The **CUBE** team check it every day, so boot up your PC's browser and come have a natter!

The screenshots show the Total Games.net website interface. The first screenshot shows a forum thread titled 'CUBE - where next?' with a post by 'Simons@CUBE'. The second screenshot shows a user profile for 'pavi' with details about their membership and posts. The third screenshot shows a forum overview with various categories like 'General Gaming', 'PS2', 'GameCube', 'Xbox', 'PC', 'Competition', and 'Forum'.

News

Features

Release List

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Forum

NO OTHER NEXT GENERATION console is buzzing with the same excitement as the GameCube at the moment. The games that we've been waiting for since the announcement of the 128-bit monster are finally appearing – *Super Mario Sunshine* for one. Early importers are flooding the Internet with impressions, hints and experiences. We would be inclined to say with our hands on our hearts that if you want the most reliable impressions, than you could do a lot worse than visit the **CUBE** totalgames.net forums.

It's not all Mario, Mario, Mario on the GameCube though – in the coming months you can also look forward to killer titles such as *Star Fox Adventures*, *Animal Crossing* and *Super Monkey Ball 2* making an appearance. Look at the

box on the opposite page to see what other gaming treats are waiting in the wings. To say that we are excited would probably be the biggest understatement ever!

Of course, as **cube.totalgames.net** goes hand-in-hand with the mag you are reading now, you can expect the writers to frequent the forums on a regular basis. This means it's a certainty that any feedback you give – be it good or bad – gets noticed immediately by the very people who make the magazine happen. Changes people have asked for are already taking shape at this stage in **CUBE**'s life and if we continue to get the same amount of feedback from you readers as we get now, by the time **CUBE** is all grown up it should be the ultimate videogames mag shaped by the people who read it.

The screenshot shows the 'Feeding Gamers' section of the Total Games.net website. It features a list of games with their release dates and a 'Game of the Week' feature highlighting a specific game.

The screenshot shows the 'SUE FANATICS' section of the Total Games.net website. It features a list of games with their release dates and a 'Game of the Week' feature highlighting a specific game.

RELEASE LIST

CUBE's quick at-a-glance guide to what games we can expect in the last four months of 2002

2002

TERRITORY	GAME	PUBLISHER	GENRE	RELEASE DATE
US	Super Mario Sunshine	Nintendo	Adventure	26 August
AUS	Top Gun: Combat Zones	Titus	Shoot 'Em Up	12 September
AUS	Resident Evil	Capcom	Adventure	13 September
AUS	Kelly Slater's Pro Surfer	Activision	Racing	27 September
AUS	Eggo Mania	Kemco	Puzzle	September
Jap	Biohazard Zero	Capcom	Adventure	September
Jap	Gold Star Mountain	From Software	Adventure	September
Jap	Star Fox Adventures	Nintendo	Adventure	September
US	Star Fox Adventures	Nintendo	Adventure	September
US	Vexx	Acclaim	Adventure	September
US	Die Hard Vendetta	Vivendi Uni	Shoot-'Em-Up	September
US	Turok Evolution	Acclaim	Shoot-'Em-Up	September
US	Vexx	Acclaim	Adventure	September
AUS	TimeSplitters 2	Eidos	Shoot-'em-up	September
AUS	Barbarian	Virgin	Beat-'em-up	September
AUS	Race of Champions	Activision	Racing	September
US	Resident Evil 0	Capcom	Adventure	October
AUS	Super Mario Sunshine	Nintendo	Adventure	October
AUS	Mario Party 4	Nintendo	Party	October
AUS	Rally Fusion: Race of Champions	Activision	Racing	October
US	Harry Potter: Chamber Of Secrets	EA	Platform	15 November
US	Metroid Prime	Nintendo	Shoot-'Em-Up	18 November
AUS	Batman: Dark Tomorrow	Kemco	Adventure	November
AUS	Minority Report	Activision	Adventure	November
AUS	Dave Mirra 3	Activision	Sports	November
AUS	Tony Hawk's 4	Activision	Sports	November
AUS	Aggressive Inline	Activision	Sports	November
AUS	Rayman 3	Ubi Soft	Adventure	November
AUS	Star Fox Adventures	Nintendo	Adventure	November
AUS	Star Wars Bounty Hunter	Activision	Adventure	November
AUS	Galleon: Islands of Mystery	Interplay	Adventure	December
US	Resident Evil 2	Capcom	Adventure	December
Jap	The Legend Of Zelda	Nintendo	Adventure	December
AUS	Wario World	Nintendo	Adventure	December
AUS	Mario Party 4	Nintendo	Party Puzzler	December
AUS	Galleon	Interplay	Adventure	December
AUS	Metroid Prime	Nintendo	Shoot-'em-up	December
Jap	1080°: White Storm	Nintendo	Sports	January
US	The Legend Of Zelda	Nintendo	Adventure	February
Jap	Soul Calibur II	Namco	Beat-'em-up	February

CUBE MOST WANTED

THE THREE GAMES WHICH HAVE GOT THE CUBE TEAM'S BLOOD BOILING WITH ANTICIPATION

We've had nearly three months of withdrawal from these games since the E3... but now we're getting all tetchy again!



STAR FOX ADVENTURES

Rare's been building this one up for years - nevertheless, constant delays and even a shift of console hasn't stopped Fox's solo outing reaching our screens very soon. With the American release of the game due before the Japanese one, you'll even be able to grasp what's going on...



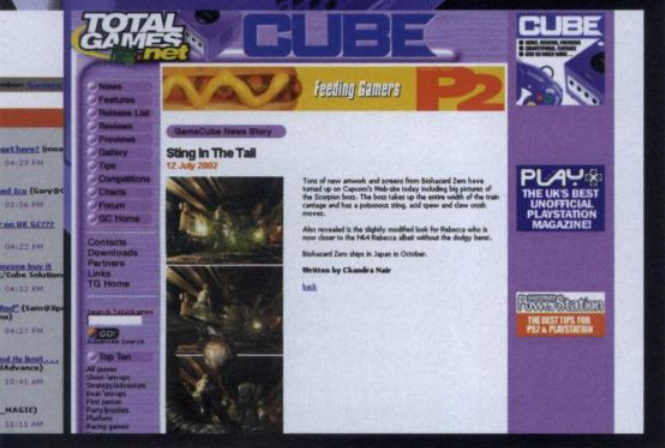
METROID PRIME

Given that our very early impressions (way back before the UK GameCube even came out) were incredibly disappointing for Samus' return, we're more than happy that Nintendo have helped Retro Studios turn this one around. In fact, we're absolutely ecstatic... now give us the game!



LEGEND OF ZELDA

Mart reckons he's one of the biggest Zelda fans of all time, so it's no surprise that Nintendo's drip-feeding of new information and screenshots for Link's new adventure has got him all a-flutter. No doubt when the game finally comes out, he'll take a week off work just to be alone with it...



DONALD PK

Donald Duck as a superhero?
We're in trouble...



NEW GAMEPLAY INFO for the dodgy duck's heroic adventure has surfaced along with a handful of new screenshots. We have to say though, that the graphics seem to have gone down in quality since we saw it at E3 – the previously clean, bright textures have been replaced

with blurry, grainy versions. Hopefully this was just a dodgy batch of shots? We're sure that's the case. *PK* appears to have been designed with cel-shading in mind (rather than just

having the effect slapped on afterwards) and attacks are illustrated by comical 'Bams!' and 'Whacks!' The graphics engine in general is very similar to Ubi Soft's other platformer *Rayman 3* so you can expect the gameplay to work on a similar level. Well, it's a platformer after all.

PK will scour four different worlds including Underwater Base, Ducklair Tower and the Mothership in an effort to foil the Evronians' evil plans to dominate the Earth and turn all of its inhabitants into their slaves. *PK*'s standard weapon is the X-Transformer, a simple blaster that can be upgraded to fire off x-rays and Head-hunter Missiles.

CUBE

GCN

GAMECUBE NEWS

FINAL THOUGHT...

LIBERAL DEMO-JAPS

IT'S FUNNY HOW the opinions of videogamers can change so quickly. Possibly the most fickle type of customer in the world, the videogamer is passion personified. That explains why we get so wound up about our games and why we protect the reputation of those games that hold a place in our heart to the very last. It's tantamount to the talent of developers such as Miyamoto-san then that we should be able to hate a game one minute and love it the next. How many gamers out there slated *Celda* before even seeing it? "Our favourite adventure game? Cel-shaded!? The man's finally lost it!"

Oh yeah? Now that we've seen and played the game, the majority of gamers' opinions are completely the opposite; nonetheless, the months of bad press and Internet speculation were damaging. While it's true that 'no publicity is bad publicity', there are certain factors that Nintendo could've done without. Take for example Miyamoto, who took a considerable amount of time out from his work to go on a world tour to explain why he has changed the style of *Zelda*. To be honest, Nintendo's most prolific games designer probably could have really done without all that stress. Like he didn't have a million other things to do such as keeping an eye on *Metroid Prime*, *1080°* and *Mario Kart*... oh, and putting finishing touches to *Super Mario Sunshine*.

Perhaps this was one of the reasons for Nintendo changing its attitude towards playable demos of their up-and-coming titles. It's all very well for videogame journalists like us who get to go to E3, but there's a massive difference between playing the game and simply seeing screenshots in a magazine. Let's just hope that these playable demos get here sooner rather than later, eh? We're as eager to see 'em as you are!



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FEATURE



ACT YO



ACT YOU AGE...

Hands up everyone who has friends that say the GameCube is 'for kids'? Well, now's the time to make them eat their own words...

YOU MIGHT THINK you've got it tough when your mates take the mickey out of which games console you've bought, but that's nothing... we've heard it all before and worse. You see, working as we do in a part of the office where three PlayStation2 magazines and an Xbox magazine are put together (all in the space of less than a rabbit hutch), there's a fair amount of ribbing that goes on between all the teams. Comments about the Xbox doubling as a coffee table, the PS2 being modelled on a portable heater, the GameCube looking more like a cheap ladies' handbag than a games console and the general lack of killer titles across all three machines during the winter have been flying around our desks before this magazine was even born... all in jest, of course. However, one remark that we take to heart more than anything isn't just something we've heard from our closest workmates – oh lordy, no. In fact, it's something that's not only been said in our offices but also no doubt in videogame stores, pubs and school playgrounds across the country, nay, the world. What is it that's got us so troubled? One simple quote, spoken from the mouths of many: *"The GameCube? That's for kids, isn't it?"*

UR AGE...

POINTS OF VIEW

It's all very well us lot getting defensive about the GameCube's rather unfair reputation – after all, we work on a GameCube magazine and have a right to stand up for it. However, the people that matter are you lot; the ones who have to make the vital decision about which console to spend your precious cash on. That's why when it comes to voicing opinions, we thought the best people to talk to would be some of our very own readers... and here's what you said.

NAME: DAVID REID
AGE: 40
FROM: EPPING, NSW



- Favourite GC game right now?
- Super Monkey Ball

- Why did you end up buying a GameCube?
- I own all the Nintendo consoles and would never let any Nintendo hardware pass me by – this is not because of blind loyalty but because Nintendo has consistently proven that they provide the best gaming experiences.

- What exactly do you feel makes a game 'mature'?
- For me to consider a title mature it need only entertain and challenge me as an adult. This has nothing to do with how the game looks. Super Monkey Ball may look like a children's cartoon, but who would argue that it does not provide a serious challenge to any adult?

- Are these the same things that you look for in a game?
- The only criteria I set for buying a game is that it must have great gameplay. Everything else is of no importance to me. It might have killing, blood, realistic graphics and lifelike characters but it could just as easily have primary colours and cartoon characters in a fantasy world.

- Do you think that Nintendo will ever be able to throw off its reputation of making games for kids?
- First-party Nintendo games will probably always be unjustly perceived as childish and those of us who know better have to live with that misconception. However, more traditionally perceived mature games produced by second and third party developers should help GameCube to sell well ensuring future generations of Nintendo consoles and games. I'll settle for that.

NAME: KYLIE WAGHORN
AGE: 23
FROM: SCORESBY, VIC



- Favourite GC game right now?
- Mmm, a hard one – probably Resident Evil..

- Why did you end up buying a GameCube?
- Each of the consoles appealed to me, but I chose the GameCube because I felt it had a better calibre of games and developers than the other consoles.

- What exactly do you feel makes a game 'mature'?
- I think that the word 'mature' is mainly used by teens trying to appear older. What I'd consider a 'mature' game is one that looks good and plays well, as well as keeping me either thinking or entertained. Not all adults are into shoot-'em-ups, you know...

- Are these the same things that you look for in a game?
- Sometimes. Mature gamers buy games in the same way as younger gamers do – it's all about personal preferences and whether they want to be amused or shocked. I'll play Super Monkey Ball or Super Smash Brothers Melee against my friends because it's fun, but I'll also play Resident Evil because I like puzzles.

- Do you think that Nintendo will ever be able to throw off its reputation of making games for kids?
- I think Nintendo is already throwing away it's mainly kiddy image by allowing games such as Resident Evil, Eternal Darkness and Burnout – they lean away from the bright colours and content of the so-called 'younger' games. The GameCube was mainly considered a kids console because of its colour and shape, but who says they can't break the mould?

THE 'HORROR' GENRE

CONTENT: BLOOD, DEMONIC ACTS, UNHOLY EXPERIMENTATION AND PSYCHOLOGICAL TERROR

Traditionally, the first thing that people think of when you're talking about mature games are the ones that fall into this category – the *Resident Evils* and *Eternal Darknesses* of this world. Of course, this is an entirely correct assumption; after all, you'd hardly expect games where decapitations, limb removal, lumbering zombies and devil worshipping are common place to be ideal for the youngsters. However, that doesn't mean that they're the be all and end all of mature games... the common assumption that buckets of blood and the occasional scare make a game mature just isn't true.



BACK IN MY DAY

The GameCube isn't the first Nintendo console to have mature games appear on it, you know...

MORTAL KOMBAT 2 (SNES, 1994)

After the highly unpopular decision to censor the first appearance of *Mortal Kombat* on the SNES, the sequel was released with every drop of blood intact – a wise but rather uncharacteristic move for Nintendo at the time. The third game in the series was also released in full.



CONKER'S BAD FUR DAY (N64, 2001)

Rare's expletive-filled adventure wasn't always as offensive as it turned out to be; however, the developer felt being cute and cuddly wasn't the way for Conker the squirrel to go. As a result, *Conker's Bad Fur Day* ended up being an incredibly funny and enjoyable game... and very rude indeed.



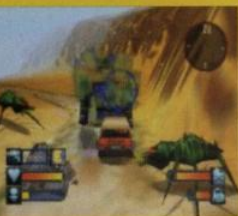
RESIDENT EVIL 2 (N64, 2000)

Having sold millions of games across the world on the PSone, Nintendo finally relented and allowed the development of *Resident Evil 2* on the N64. The game was identical to the PSone version in every way, right down to the moaning zombies and blood-thirsty Hunters.



BODY HARVEST (N64, 1998)

Although slaughtering aliens left, right and centre isn't exactly the same as killing people, the fact that this rather serious and mature game made it onto the N64 shows that Nintendo was actually starting to realise that its target audience wasn't always 10-year-old kids.



SINCE EVEN BEFORE the initial launch of the machine in Japan (and in fact reaching as far back as when Nintendo first unveiled the machine at the SpaceWorld show in 2000), the GameCube has been regarded as a console for kids... a rather presumptuous belief, considering that at the time there weren't even any games available for it to back the criticism up. Comments about the design of the console were split between the people who saw it as thing of beauty to those who renamed it a 'Fisher Price: My First Console' – clearly, Nintendo was fighting an uphill battle already. The problem of course was Nintendo's previous track record; as a

company that had earned a reputation over the years as developing games with bright colours and cartoon-style graphics ('the tell-tale signs of a kids game' as cynics don't seem to tire of telling us), it was a case of people forming opinions without actually putting any thought into it. Sadly though, these are opinions that haven't changed much since the Australian launch of the console; again, thanks to the rather unfounded preconceptions surrounding Nintendo itself.

You see, another major sticking point is that with the advent of the casual gamer – a by-product of the PlayStation era – Nintendo is finding it harder to

AND THAT'S THE FACTS, JACK

So many people have the opinion that the GameCube is for kids... but why is that? More often than not, it's down to beliefs built up through past knowledge of Nintendo consoles, superficial 'first impressions' of games and even word of mouth rather than using their own prolonged experiences with the machine and the games available to form an opinion of their own. The question that needs to be asked is 'What exactly is it that makes a mature title?' It may come as a shock to some of you, but it's not all blood and mindless violence. If these people actually sat down and looked at exactly how many genuine mature genres that the GameCube has got covered, they might change their minds pretty darn quick...



THE 'ARMY' GENRE

CONTENT: SEE 'ACTION' GENRE

War... what is good for? Absolutely nothing – unless you're heavily into your army simulations, that is. Not surprisingly, games featuring crack commando units out to stop terrorism, re-creations of historical events and battles or any other form of military action are not intended to appeal to younger gamers – what with war being the terrible thing that it is, you're hardly likely to encourage kids to pick up guns and start blasting Nazis left, right and centre. Eight-year-old Timmy pitching in during the D-Day landings in 1944? Yeah, there's an image we can see catching on.



convince older gamers with no previous experience of its games that they're worth checking out. Once again, it comes down to the way that Nintendo games look; as a rule, a lot of casual gamers tend to use first impressions from screenshots on the backs of boxes and running demos in stores to decide if they will like a game or not. Because of this, the casual gamer will take one glance at something like *Mario Sunshine* or the new cel-shaded *Zelda* game and instantly dismiss it on the grounds of the graphics; never mind the fact that it's got deeper, more enjoyable gameplay and more longevity than a lot of other games out there today, because it just

looks like a kids game. Yes, those of us who consider ourselves as 'hardcore' gamers would argue that we know better... but in comparison, we're an incredibly small minority. The fact of the matter is that many older casual gamers know what they like and nothing is going to sway them from that – for **CONTINUED**

NAME: BRAD LAPWORTH
AGE: 33
FROM: SOUTHPORT, QLD



- Favourite GC game right now?
■ *Super Monkey Ball*... probably.
- Why did you end up buying a GameCube?
■ *Because of Nintendo's superlative track record. The SNES had some revolutionary games and after playing some of the N64's top titles, my PlayStation seemed a lot less impressive! I was tempted by PS2 but the launch line-up was feeble – by the time it had a few decent titles, the GameCube was around the corner.*
- What exactly do you feel makes a game 'mature'?
■ *Games are labelled 'mature' too lightly: gory graphics, violence and adult situations don't make gameplay mature, just unsuitable for children, much like 18-rated movies. It's games that require intelligence, analysis and patience that are truly mature, not those that rely largely on reflexes and joystick dexterity.*
- Are these the same things that you look for in a game?
■ *If it's a fun game that's received great reviews then I'll buy it, unless it's from a genre I don't like. There are few titles that deserve to be called mature in my view, but adult situations and complicated, brain-taxing gameplay are no more or less attractive to me than simple, pick-up-and-play games with cartoon graphics.*

- Do you think that Nintendo will ever be able to throw off its reputation of making games for kids?
■ *It's good old Mario who holds Nintendo back in this respect. Few can deny the quality and influence of his games, but Mario is an outdated and childish-looking character, as are most of his cronies. Nintendo will never drop their highest profile creation so the kiddy tag will remain, although in time GameCube's more rounded games catalogue will push it into the background... but only as much as Xbox and PS2 owners will allow it!*

NAME: TONY HOMEWOOD
AGE: 31
FROM: MELBOURNE, VIC



- Favourite GC game right now?
■ *Eternal Darkness*
- Why did you end up buying a GameCube?
■ *The GameCube offered the type of gaming experience that I have always look for in a console. Quality over quantity has always been my philosophy and Nintendo is famous for producing quality titles.*
- What exactly do you feel makes a game 'mature'?
■ *I believe a game can be defined 'mature' if it takes itself and its content seriously: *Eternal Darkness* and *Resident Evil* fit into this category. However, the use of excessive violence or horror as a sales pitch does not define a game as mature *cough* GTA3 *cough*.*
- Are these the same things that you look for in a game?
■ *Absolutely, but then again I would consider *Mario Sunshine* to be an adult title. The reason for this is everything in the game is there for a purpose. I believe the best way to answer this question would be to say that a game can be classed as mature, without actually dealing with mature content.*

- Do you think that Nintendo will ever be able to throw off its reputation of making games for kids?
■ *I hope so... however, I do not feel that Nintendo will be able to do this alone. It will be down to second and third party developers to produce the games and for Nintendo to market the titles effectively. As long as the message gets to the public and it gets noticed, then I'm sure more 'mature' gamers will join the Nintendo family.*

NAME: ANDREW PULLEN
AGE: 30
FROM: SYDNEY, NSW



■ Favourite GC game right now?

■ James Bond 007: Agent Under Fire

■ Why did you end up buying a GameCube?

■ It was a toss up between an Xbox and GameCube – I felt the PS2 wasn't as good technically as the other two consoles. After a bit of research on the Internet and while I was in Japan, I felt the GameCube had more to offer me from a gamer's point of view.

■ What exactly do you feel makes a game 'mature'?

■ Games whose graphical content depict lots of blood and gore or where you are encouraged to break the law, incite violence and cause general mayhem. I'm not saying that every young player that plays a violent game will turn into a gun crazed maniac or commit crimes regularly but parental caution should be exercised.

■ Are these the same things that you look for in a game?

■ No, I think Super Monkey Ball is an excellent game and it appeals to all age groups because the gameplay is riveting and the 'cutesy' graphical style just seem so right. If the gameplay is good and the game is fun then I will consider buying it.

■ Do you think that Nintendo will ever be able to throw off its reputation of making games for kids?

■ There's no reason why it can't. The advertising campaign wasn't aimed at children and I think that Nintendo are trying to address the kiddy image but they need to develop more games like Metroid Prime and 1080° White Storm. With the right games, it can shed the image of purely producing games for kids quite easily.

NAME: MIKE FOUNDE
AGE: 27
FROM: BENDIGO, VIC



■ Favourite GC game right now?

■ A toss-up between Super Monkey Ball and Pikmin.

■ Why did you end up buying a GameCube?

■ I have always had Nintendo consoles from the NES all the way up to the Cube and with the GameCube being a Nintendo product, you know that it is going to be well made and well supported. I suppose the cost factor came into it as well, but personally I would have been quite willing to pay the initial RRP.

■ What exactly do you feel makes a game 'mature'?

■ Storyline and depth of gameplay are the main factors that I think make up a 'mature' game, though to a lesser extent you could include the graphics as well.

■ Are these the same things that you look for in a game?

■ I rely on various factors – review scores, the type of game that it is, whether or not I have played it myself or seen it being played and finally recommendation. I buy all sorts of games and not just the mature ones.

■ Do you think that Nintendo will ever be able to throw off its reputation of making games for kids?

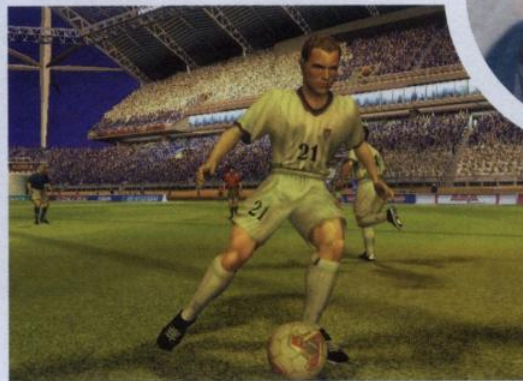
■ It's trying, but making games look more like cartoons probably doesn't help it to shake off the image (for example, the new Zelda game). However, I believe that it doesn't matter what age you are – if you like a game, you are going to buy it... or at least, I am.



THE 'SIMULATION' GENRE

CONTENT: BALLS, BATS, CARS AND LOTS OF SWEATING

Now, don't start getting the wrong idea – when we say 'simulation', we're not talking about sad blokes on flights simulators. What we're referring to are the mature titles based on activities like sport or motor racing. Sure, they're the kinds of games that can be played by anyone but are you really going to try and argue that serious sports and racing simulations like Colin McRae Rally, FIFA and NBA Courtside 2002 are aimed specifically at kids? What's more, titles like Outlaw Golf can be considered unsuitable for younger audiences due to their mature content...



THE 'FIGHTING' GENRE

CONTENT: PHYSICAL VIOLENCE, BLOOD AND MARTIAL ARTS WEAPONRY

Ahh, beat-'em-ups – one of the most popular styles of videogame among gamers of all ages. Again though, you might see younger people playing them but it's hardly a genre that's aimed directly at that audience; the majority of fighting games are rated by ESRP at a level of 11+ or more, while franchises like Mortal Kombat feature more than enough blood and gore to be considered as mature. Games like Soul Calibur have even been the target of censorship – the removal of Maxi's nunchakas for European audiences being just one example.

CONTINUED

example, one GameCube owner we know refuses to consider Super Monkey Ball as a viable purchase because (yep, you guessed it) 'it looks like a kids game'. Small-minded ignorance? Oh, you betcha.

Yes, we'll admit it – in the past, Nintendo has had a problem associating itself with mature content. But is it fair to tar the GameCube with the same brush as previous Nintendo consoles?

Given Nintendo's new approach, probably not. With the evolution of the console market (again, largely through the success of the PlayStation brand), Nintendo has learnt that in order to keep up with the competition it has to not only keep doing what it does best – create games that appeal to everyone – but also offer people a choice of being able to play more mature games, rather than making the decisions for them by not allowing such titles to be

developed for its consoles. Unfortunately though (and despite the turnaround in Nintendo's strategy), it's a reputation that isn't going to go away in a hurry. For starters, the perpetuation of the 'GameCube is for kids' myth only serves to show the PlayStation2 and Xbox in a more grown-up light... something that Sony and Microsoft would be loathed to lose and so use to their advantage through subtle PR and marketing techniques. What's

ADULT IN DISGUISE

Just because something is bright and colourful, doesn't always mean that only the under-tens will enjoy it...

SUPER MONKEY BALL

Don't you dare go telling us that monkeys aren't cool – there's no greater sin against nature. Not only is *Super Monkey Ball* one of the most challenging games we've played for ages, but the mini-games keep us coming back for more time and time again. Still think that it's just for kids? Bah, humbug.



PIKMIN

As with all of Nintendo's games, *Pikmin* is something that can be picked up in a short amount of time but takes a fair while to master – even then, finishing it is something that requires a lot of work and strategy. A kids game or a clever strategy simulation in disguise? We know where our money is...



ANIMAL FOREST +

Looks cute and cuddly, doesn't it? Well, that maybe, but *Animal Forest +* (to be named *Animal Crossing* in the US and UK) takes more patience and persistence than most kids will ever have. Living an artificial life in a game is something that only an adult is really able to appreciate...



BOMBERMAN GENERATION

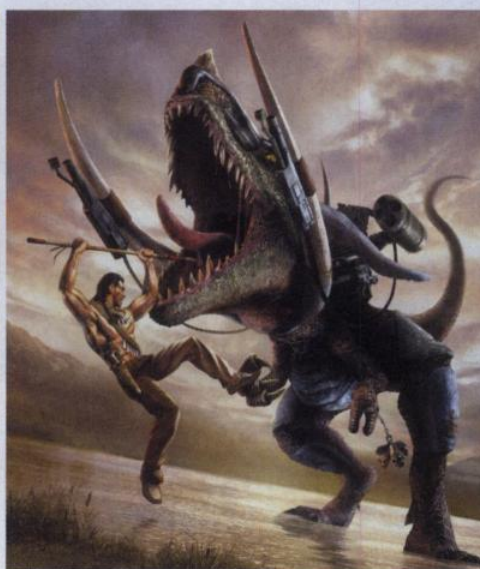
If you've never experienced the delights of a late-night *Bombberman* session (beer, munchies, friends and lots of *Bombberman*), you're missing out. It's one of the best multiplayer games on the GameCube, if not the greatest one ever invented – you'd be mad to pass it up.



THE 'ACTION' GENRE

CONTENT: HIGH-POWERED WEAPONRY, TERRORISM, BLOOD AND SWEARING

Much like action films, action games (generally assuming the form of first-person shoot-'em-ups for the most part) tend to feature heroes, villains and guns... lots of guns. While games like *Turok Evolution* and *Agent Under Fire* follow the standard formula – if it moves, shoot it – it's only newer titles like *Die Hard: Vendetta* that really take the action concept to the next level with new and inventive takes on the genre. Like Horror games though, the inclusion of violence for the sake of it is a rather easy way of making something seem mature – it's not big or clever, but gamers seem to go for it in a big way regardless.



more, even a large number of the people responsible for selling the GameCube have a prejudice; you'd be surprised how many times we've heard tales of the public being told by shop assistants that the GameCube isn't the way to go if they want a decent 'mature' games machine.

Considering that a majority of people who can't decide which console to go for make their minds up based on in-store recommendation, the scales are tipped heavily against the GameCube. Against all of this

though, Nintendo is doing its upmost to prove its critics wrong – the signing of the *Resident Evil* brand exclusively to the GameCube might be the most obvious attempt at doing so, but a quick scan around these pages at the games on the horizon should prove that this is only the tip of the iceberg. Can it win the fight? We believe so. Even Shigeru Miyamoto himself has said that with the recent retirement of Yamauchi-san, developers may have 'more freedom' with what can be done on the GameCube in terms of

content... considering the huge amount of mature titles coming out over the next year alone, it looks like the tide is beginning to turn. Certainly, Nintendo's blinkered attitude towards the more mature side of videogaming has changed – now it's just a matter of changing the stubborn attitudes of gamers towards Nintendo. Sadly though, it looks like that might be the toughest uphill battle of them all for the big N... **CUBE**

TO NAME JUST A FEW...

Still not convinced that the GameCube is for older gamers too? Then just in case we can change you mind at the last minute, here's some of the 'mature' games coming to the GameCube over the next year. We've got 55 here, but there are plenty more on top of that...

- 1080°: White Storm
- Aggressive In-Line
- Animal Crossing
- Barbarians
- Beach Spikers
- Bloodrayne
- Burnout 2
- Capcom VS SNK 2: EO
- Colin McRae Rally 3
- Crouching Tiger, Hidden Dragon
- Curse: The Eye of Isis
- Darkened Skye
- Die Hard: Vendetta
- Eternal Darkness: Sanity's Requiem
- Evolution Worlds
- F-Zero GC
- Galleon
- Ghost Recon
- Gladius
- Godzilla: Destroy All Monsters Melee
- James Bond 007: Nightfire
- Jedi Knight 2: Jedi Outcast
- Mafia: La Cosa Nostra
- Medal of Honor: Frontline
- Mercedes-Benz Champions
- Metroid Prime
- Mortal Kombat: Deadly Alliance
- MX Superfly
- Mystic Heroes
- Need For Speed: Hot Pursuit 2
- Outlaw Golf
- Phantasy Star Online Episodes I & II
- Pillage
- Rainbow Six: Raven Shield
- Rally Fusion
- Reign Of Fire
- Resident Evil series
- Robotech: Battlecry
- SEGA Soccer Slam
- SEGA Sports series
- Soul Calibur 2
- StarFox
- Star Fox Adventures
- Star Wars: Bounty Hunter
- Star Wars: Clone Wars
- Sum Of All Fears
- Terminator 3
- The Matrix
- TimeSplitters 2
- Tony Hawk's Pro Skater 4
- Top Gun: Combat Zones
- Turok Evolution
- XIII
- X-Men: Wolverine's Revenge



In a galaxy far, far away...



FARMBOY

HEY, KID!

Look who makes an appearance... it's Luke! Sadly, Mark Hamill doesn't do the voice acting, but it's good to see a familiar friendly Skywalker face that isn't about to turn to the Dark Side.



STAR WARS JEDI KNIGHT 2: JEDI OUTCAST

CUBE

⊕ INFORMATION

JEDI KNIGHT 2

PUBLISHER: ACTIVISION

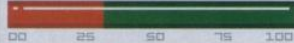
DEVELOPER: VICARIOUS VISIONS

ORIGIN: US

GENRE: ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE



⊕ AT-A-GLANCE

■ PORT OF THE POPULAR PC GAME

■ BASED ON STAR WARS

■ FIRST AND THIRD-PERSON ACTION

■ TONS OF JEDI MOVES TO LEARN

■ ONLINE MULTIPLAYER PERHAPS?

RELEASE DATES



Forget flying in X-Wings – have you ever actually wanted to be a Jedi? Well, now's your chance...

HAD ENOUGH OF *Rogue Leader*, have you? Still thirsting for more Imperial-blasting, Rebel-saving, *Star Wars*-based action? Well, then step right up folks – on top of the previously announced *Bounty Hunter* and *Clone Wars*, Activision has got just the thing you're looking for in the form of a port from, surprisingly enough, the PC...

Taking cues from previous *Star Wars*-based PC first-person shoot-'em-ups (like *Dark Forces* and the original *Jedi Knight*), *Jedi Knight 2* follows the continuing adventures of Kyle Katarn – ex-Imperial soldier, former Jedi Knight and now mercenary of the New Republic. Since nearly succumbing to the dark side of the Force during his last mission, Kyle has put his Jedi powers aside for the safety of himself and his friends... however, something is stirring deep within the Empire and not

surprisingly, only our hero Kyle has the power to bring peace to the galaxy once again. Something tells us he won't be ignoring the Force for long...

Now on the face of it, *Jedi Knight 2* is a pretty average first-person shoot-'em-up – pick up weapons, blast enemies, unlock doors and so on. Once you get into the game though (past the first few levels where Kyle discovers the Empire's evil scheme and regains his Force powers), it soon becomes something really rather interesting; although you'll encounter familiar adversaries and surroundings early in the game, it's only a little way in that the whole thing starts to really feel like a piece of the *Star Wars* galaxy. While we can't quite put our fingers on why, being able to wield a lightsaber and slice people in two after holding them against a wall (slowly choking them to death in the process), before tossing them into a pit with the powers of our mind has probably got something to do with it. Us? Cursed with the Dark side? Never. In the meantime though, you'll just have to wait for more news on *Jedi Knight 2* – why? Because the game isn't even due out in the US until the end of the year, that's why.

CUBE



FORCING THE ISSUE

AAHH! IT'S A KNIGHT-MARE!

In the first *Jedi Knight* game, Kyle Katarn used to be a Jedi – just because he's gone into the mercenary business now, doesn't mean he's lost all his powers (at least, not once the plot really kicks in after the first few levels). Once you've managed to reclaim the powers of the Force and found your Lightsaber, the action takes off and the things you can do to your enemies is pretty much unlimited. Shoving Stormtroopers into pits with your Force Push, choking bounty hunters to death at 50 paces with the Force Grip, leaping high into the air with Force Jump before slamming down on your enemy's head, even turning your foes extra crispy with your Force Lightning... these are the things that make being a Jedi great. What's more, you'll be able to build up the strength of your Jedi powers as you use them and even learn new skills as your levels improve – could things be any more perfect?



FRIENDS? WHAT FRIENDS?

Right at this precise moment in time, LucasArts has only announced that *Jedi Knight 2* is in development for the GameCube and Xbox – the actual details of what the game will feature is, as yet, unknown. However, we're hoping that one thing to make it across onto the home consoles will be the incredible multiplayer action that complimented the single player mode perfectly; on the PC, this took the form of online play against people from all over the globe. Of course, there's no guarantee that

such a feature will be ported onto the GameCube... although there's no reason why it shouldn't. After all, the GameCube Modem and Broadband adapters will be out in the US in Autumn, meaning a UK launch might not be that far behind. With *Jedi Knight 2* not due out before Spring 2003 in Europe, it's not totally inconceivable that Vicarious Visions will keep the online multiplayer mode in for the console versions. For now, we can only cross our fingers, toes and eyes in fervent prayer...



"IT'S ONLY A LITTLE WAY INTO JEDI KNIGHT 2 THAT THE WHOLE THING STARTS TO REALLY FEEL LIKE A PIECE OF THE STAR WARS GALAXY..."

PREVIOUS

FROM THE MAKERS OF...

TONY HAWK'S PRO SKATER 3

■ The GBA version was really special and we played it non-stop. Will it be the same with the GC port of *Jedi Knight 2*?

TOTALGAMES.NET RATING: 90%



CUBE

THINKS...

FIRST IMPRESSION

■ When we heard that *Jedi Knight 2* was coming to the GameCube, we immediately rushed off to hammer the PC version... and came back suitably impressed. It's got all the atmosphere that you'd ever want from a *Star Wars* game and combined with the Force abilities and Lightsaber fighting, we know it's something special. Mind you, it'll be interesting to see how they shoe-horn all those controls into a GameCube pad...

CUBE

Explosive new version of a classic



CUBE

⌚ INFORMATION

BOMBERMAN GENERATIONS

PUBLISHER: HUDSON SOFT

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: PARTY/PUZZLE

PLAYERS: 1-4

PERCENTAGE COMPLETE

00 25 50 75 100

RELEASE DATES



TBA



MAY '02



JUNE '02

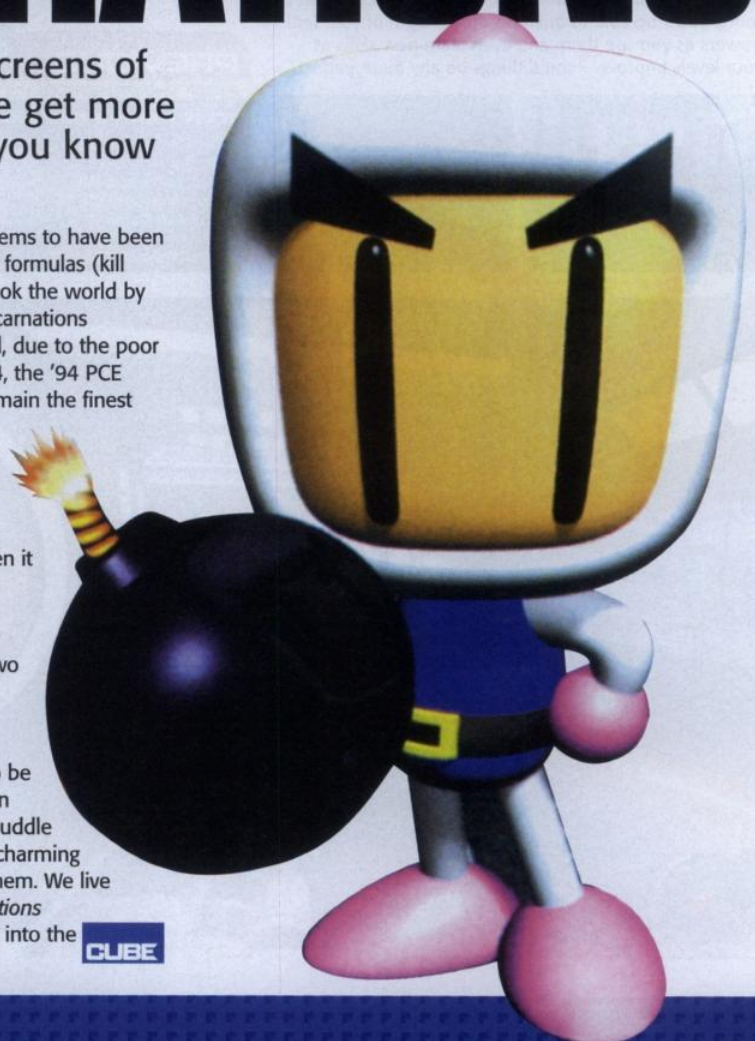
BOMBERMAN GENERATIONS



As more and more screens of this game appear, we get more and more excited – you know this will rock

THIS IS ONE of those games that seems to have been around forever. Taking the simplest of formulas (kill your enemy before they kill you), it took the world by storm when it first appeared. Later incarnations improved on the game ten-fold – and, due to the poor 3D translations of the title on the N64, the '94 PCE version and the Saturn version still remain the finest *Bomberman* games you can get. Hopefully, this will change once *Bomberman Generations* hits the shelves. Not much has been said about how it plays, but if the screenshots are anything to go by, then it should not only look fantastic (pastel colours awash get the thumbs-up in **CUBE's** book) but should also play true to its roots. There seem to be two modes: Adventure and Battle. While Battle mode should, by all accounts, deliver what is expected of it, how Adventure mode turns out remains to be seen. Past *Bomberman* games with an Adventure mode have managed to muddle the purity that made the originals so charming by adding unnecessary elements to them. We live in the hope that *Bomberman Generations* remedies this, and takes *Bomberman* into the next generation with style.

CUBE





POKÉMAN ADVENTURES



Just before we went to press we found out that there will be a *Pokémon*-style sub-game in *Bomberman Generations*. You'll be able to access a secret laboratory where you can breed animals and fight against other monsters. We're not too sure what you gain out of this but it adds further longevity to the one-player side of things. It may even allow a link-up with the GBA version, but this hasn't been confirmed.



"BOMBERMAN IS ONE OF THOSE GAMES THAT SEEMS TO HAVE BEEN AROUND FOREVER"



FIRE ON THE WATER

Bomberman is certainly going places here! Past adventures have seen him travel the world, through carnivals, shopping malls, rainforests and football pitches. But they have never differentiated the gameplay in any way – they have simply been there on an aesthetic level. We're hoping that this time things could be different. Look at how Bomberman is standing on a log, in the water – you can bet it's floating. We can't wait to stand on this and throw bombs at passing enemies – it'll be satisfying to say the least!

MY HEART BLEEDS

Take a look at the top left of each of these screenshots – there are hearts in the corner. Sometimes there are three and sometimes there are six! Is this some kind of heart system similar to that which is found in the likes of *Zelda* and co? If so then you can probably expect them to be rewards for defeating bosses or earned via side quests or perhaps they are just lying around. Every now and then you can also see a wrapped-up present – could they be in these? We will just have to wait and see...



CUBE

THINKS...

FIRST IMPRESSION

■ The *Bomberman* series is one of the most beloved in game history. Hopefully, his GameCube debut will change the bad run he has had recently – and judging from these screens, it looks as if this may be the case. The multiplayer levels show that the blast radius of the bombs is how it should be – straight, not round. The Adventure mode could go either way and, believe us, we cannot wait to see how it turns out.

CUBE

Up there with the best of the best

CUBE

⊕ INFORMATION

TOP GUN: COMBAT ZONES

PUBLISHER: VIRGIN

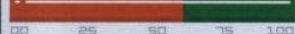
DEVELOPER: DIGITAL INTEGRATION

ORIGIN: UK

GENRE: SHOOT-'EM-UP

PLAYERS: 1

PERCENTAGE COMPLETE



RELEASE DATES



⊕ Despite being sorely tempted, we promise not to make any chopper jokes. Honest.

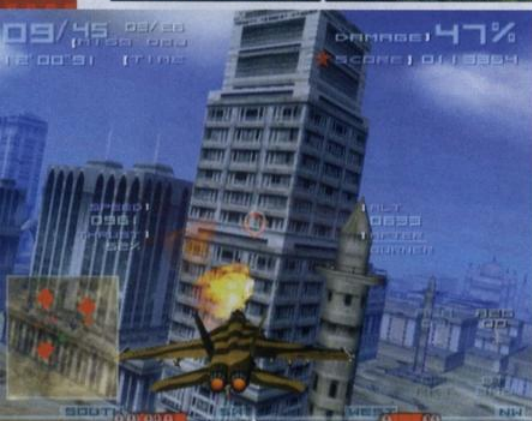


TOP GUN: COMBAT ZONES

Re-live those classic Eighties movie moments with the help of your GameCube...

SOME MAY ARGUE that the Eighties were a golden age in the film world. Special effects technology had come of age and, as well as harnessing this, directors were pushing the boat out in terms of budget and content further and further with every film. Of course, this is entirely subjective, but it stands to reason that one film in particular captured the imaginations and hearts of millions of pre-teen boys. Now those boys are all grown-up, but that doesn't mean that they don't want to play anymore...

Being a refinement of the earlier PS2 game, the developer promises to deliver a vastly improved game that takes full advantage of the superior GameCube hardware.



⊕ Now, where to go next...do you think that heading left might be a good bet?



"YOU CAN BE SURE THAT YOU WILL BE SPENDING HOURS IN THE COCKPIT WITH THIS BABY"

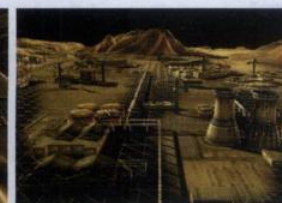


If you look closely at the screenshots, you can see that every little detail has been lovingly produced and crafted to give a true feeling of immersion. Squint and you could be there.

It's not just the graphics that have been tarted up though. Spreading across 34 separate missions, through three ages of time and over four areas, you can be sure that you will be spending hours in the cockpit with this baby, in a bid to unlock all of the missions and aircrafts.

There is also lots of variation on the modes of play on offer, including timed missions, rescue missions and pursuit missions – all of which help to keep the gameplay fresh. Add in the cast from the film and you have a package that you should defiantly be keeping an eye out for.

CUBE

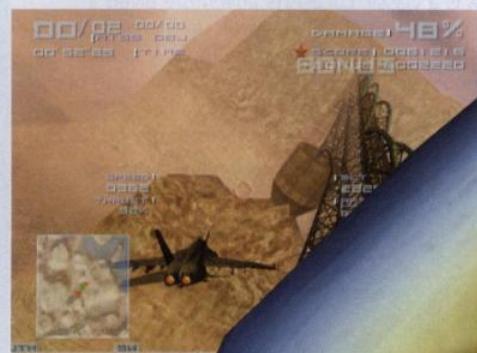


MESH IN THE FLESH

AHH, THE JETSET LIFESTYLE...

Top Gun: Combat Zones is a game that will let you see sights. Taking you to locations such as Southeast Asia, the Gulf, Russia and the Miramar base, you can be sure that no two dogfights will ever be the same.

Looking at these exclusive renders of the levels in development, it's clear that one minute you could be stealthily sweeping over the crest of a sand dune, missile bays open, waiting to face the enemy head-on, and the next tearing around vast cityscapes, weaving carefully through the tops of skyscrapers.



CUBE

THINKS...
FIRST IMPRESSION

■ The fine line between arcade flying and sim flying is a hard one to navigate. Past games like this have proved to be over complex, if not too simple. Hopefully with Digital Integration's experience in the flight sim field though, *Top Gun: Combat Zones* will be an exception to this rule and prove to be worthy of your GameCube's flight roster. We have faith that it will.

CUBE

PREVIOUS

FROM THE MAKERS OF...
WORMS WORLD PARTY

■ Published by Virgin on the DC, this is the best installment available for a classic series. Multiplayer's never been so much fun.

TOTALGAMES.NET RATING: 85%

The Martians are here!



CUBE

⊗ INFORMATION

RTX REDROCK

PUBLISHER: ACTIVISION

DEVELOPER: LUCASARTS

ORIGIN: US

GENRE: ADVENTURE

PLAYERS: 1-2

PERCENTAGE COMPLETE



RELEASE DATES



RTX RED ROCK

Samurais of the future take on alien scum in LucasArts' latest space-based adventure

IT'S AN ALIEN invasion... or something. It's the year 2103 (that's 100 years into the future, just in case you're having a bad day) and Earth has found ways of existing elsewhere in the solar system. A colony has been set up on Mars but after aliens capture it, EZ Wheeler is sent in to take care of matters. Mr. Wheeler (that's you by the way) is a Radical Tactics Expert, trained in every survival and combat scenario you can think of. He is a one-man army, but he really has met his match with this invasion. With smart alien weapons and the ability to control robots via your sidekick IRIS, Wheeler is well equipped but he'll need more than brute strength to get through this one.

RTX is a classic LucasArts adventure given a slight twist – graphically it's well up there with the other LucasArts offerings, ie looking beautiful. We should get to play a near-finished version of the game in the very near future, so keep 'em peeled for more Martian info soon.

CUBE



⊗ Wheeler's equipped to deal with all manner of problems courtesy of his prosthetic arm!



Game, set and match... SEGA!

BEACH SPIKERS

Why bother with the mainstream sports when you can have pretty ladies in lycra bikinis instead?

EVEN THOUGH THE old phrase 'jack of all trades, master of none' might seem relevant when talking about SEGA these days, the developing giant has certainly proven itself to be a master of everything it tries its hand at. With practically all the games it has released since ditching the Dreamcast (and we're talking on all formats here) being pretty damn great, SEGA appears to be on a roll – a roll that isn't going to end any time soon if *Beach Spikers* is anything to go by. Looking even better than the original arcade game and having a refreshingly different game style to most other sports games out there, *Beach Spikers* focuses on the little-covered sport of beach volleyball. It's a two-on-two sport (meaning you can play with up to four people at once, if you had mates round) with the emphasis on fast-paced action and lots of jumping... which is always a good thing. Being based on a SEGA arcade game though, you'd be right to expect more than just a straight port – although the details are yet to be finalised, SEGA has promised Tournament and World Tour modes to supplement the original arcade offering. Be warned, this is yet another SEGA game that threatens to eat into your precious free time; we can hardly wait for it ourselves...

CUBE



"SEGA APPEARS TO BE ON A ROLL - A ROLL THAT ISN'T GOING TO END ANY TIME SOON"

PRACTICE MAKES PERFECT

SMASHING BALLS AIN'T EASY...

Okay, so the whole thing looks lovely and is bound to have plenty of modes to play through... but how do you actually do it? It's simple. Using the three allocated hits you have while the ball is in your half of the court, you have to get the ball back over the net and onto the ground. Playing beach volleyball in real life is all about positioning and timing, so naturally the game reflects this. When the ball is in the air, a target appears on the ground – you need to get your player onto the target in order to receive the ball; the closer you are to the centre, the more control you'll have over where the ball goes. Then you just power up your shot and smack it... easy, eh? Well, actually it takes a bit of practice...



Taste the rainbow? It's gotta be something to do with Jimi Hendrix...

CUBE

☺ INFORMATION

DARKENED SKYE

PUBLISHER: SIMON & SCHUSTER

DEVELOPER: BOSTON ANIMATIONS

ORIGIN: RUSSIA

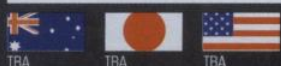
GENRE: ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE



RELEASE DATES



DARKENED SKYE



Let's get this straight – a game based on a sweet? Now we've seen everything...

YES, YOU DID read it correctly – *Darkened Skye* (a port of an older PC game) is based on sweets... Skittles™, to be exact. God knows what dark powers of product placement convinced anyone to make a game where magical spells are cast using a small \$1.00 worth bag of fruit-flavoured chews, but it's coming nevertheless. Despite the sugary link, *Darkened Skye* has a suitably dark and brooding (but rather generic) D&D storyline to try and cover up the confectionary; evil overlord rules land, blah blah, ancient magic that can stop him is lost, blah blah; only you can save the day. All very original and exciting, eh? On the plus side though, not all of the game is that dark. In fact, it's peppered with

humorous events and cut-scenes as you explore the Troubled Land looking for the amulet that'll save the day in a style that can only be described as 'Tomb Raider meets Rayman'. We're not exaggerating!

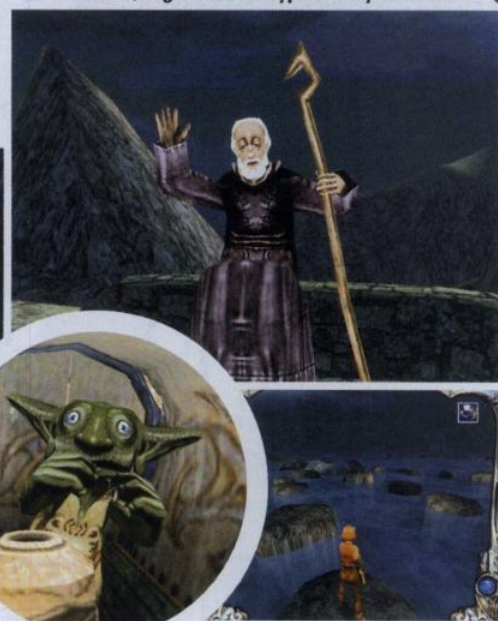
Of course, all this speculation is rather inconsequential right now – much like *Outlaw Golf* (also marketed by US publishers Simon & Schuster), *Darkened Skye* has yet to find a publisher in Australia. While we certainly wouldn't mind if someone released it for us all to play with, the game might have more of a chance in the less junk food-obsessed Australia if they dropped the whole Skittles angle... but for now, we can only hope it turns out to be sweeet. **CUBE**



☺ Presumably, you feed your enemies so many Skittles™, sugar-induced hyperactivity kills 'em.



☺ Looks like water's a gameplay feature, rather than the impassable hazard to be found in many RPGs.



There be dragons!

Fancy some chargrilled dragon? It tastes just like chicken you know...

SO, YOU'RE DIGGING under the Jubilee Line extension one day and your spade hits something hard and gnarly. Next thing you know, you've gone and woken up the last of the great dragons who is understandably miffed at being disturbed. Mr/Mrs Dragon then proceeds to multiply and reduce the world to rubble. Not ideal really, when you come to think about it.

Based on the imminent film release, *Reign Of Fire* allows you to control either Denton Van Zan (human) or the Great Dragon itself. Your tasks therein are completely different. Either you can choose to save humanity using whatever weapons you have or you can choose to let rip with napalm and fire balls. From the human perspective, you are able to travel on foot or in a range of vehicles such as 4x4 combat buggies, bikes and jeeps, whereas with the dragon you just get to shoot the breeze. Well, you're unlikely to see a dragon passing its driving test are you...

We'll have a dragon's belly-full of hot new info about this scorcher in the next issue.



REIGN OF FIRE

CUBE

INFORMATION

REIGN OF FIRE

PUBLISHER: BAM!

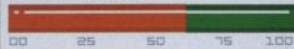
DEVELOPER: KUJU ENTERTAINMENT

ORIGIN: UK

GENRE: SHOOT-'EM-UP

PLAYERS: 1-4

PERCENTAGE COMPLETE



RELEASE DATES



Q4 '02



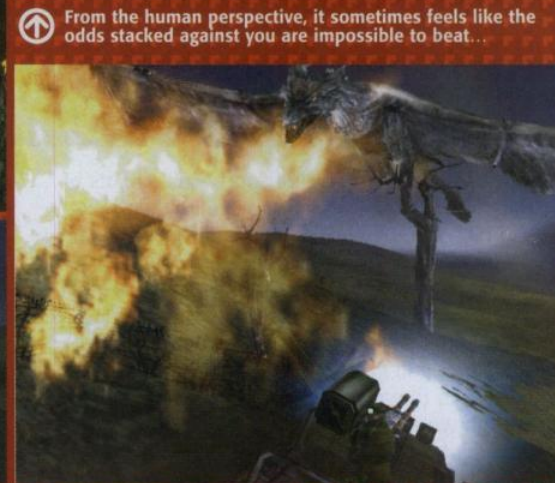
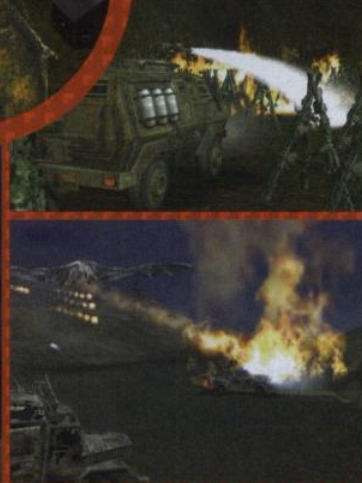
TBA



Q4 '02



From the human perspective, it sometimes feels like the odds stacked against you are impossible to beat...



OUTLAW GOLF

It's all in the swing, baby!

CUBE

⊕ INFORMATION

OUTLAW GOLF

PUBLISHER: TBC

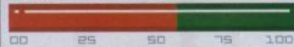
DEVELOPER: HYPNOTICS

ORIGIN: US

GENRE: SPORTS

PLAYERS: 1-4

PERCENTAGE COMPLETE



⊕ AT-A-GLANCE

- THE BADDEST GOLF GAME EVER
- TEN MAD GOLFERS TO CHOOSE
- 54 HOLES OVER THREE COURSES
- TRAIN ON THE PRACTICE GAMES
- TONS OF DIFFERENT GAME MODES

RELEASE DATES



BOOOOOO!

LOOOOO-SERRRR!

By pressing the A Button during your opponent's shots, you can shout taunts at them and try to put them off their game – but they can retaliate during yours...



Clubs, balls, dominatrix women in rubber catsuits, bare-knuckle fights... just another ordinary day on the ol' golf course, eh?



⊕ It doesn't look like this caddy will give you too much trouble – but Al Capone got caught by a tax auditor, remember...

SO, GOLF... BIT of a dull sport, isn't it? Lots of middle-aged blokes trying to see how far they can hit a tiny ball down a patch of grass certainly doesn't appeal to most of us – indeed, if it's boring to watch then you'd think it'd be terrible when converted to a videogame. However, we've seen in the past (thanks to *Mario Golf* on the N64) that golf games needn't be lifeless and now, with the advent of *Outlaw Golf*, it looks as though we're going to see the sport in a whole new light from now on...

Quite simply, *Outlaw Golf* is golfing with attitude – rather than finding chaps like Tiger Woods and Phil Mickleson down on the fairway here, you're more likely to run into leather-clad biker girls, ex-convicts, wannabe rappers and... err, female porn stars. It offers a truly massive number of different game modes for a golf game – everything from the basic Stroke, Match and Skins games that you'd expect to speciality rounds like Scramble (teams of two play and use their best shots for each turn), My One And Only (you only get a putter and one other

club of your choice) and Casino (players bet on each shot and can then 'drop out' if they're doing badly). There's also a fully-fledged Tour mode where you can play through 30 different events across all three courses that go from being relatively easy to downright impossible; win an event and you'll unlock new clubs, balls and even more unsavoury players to take control of. Believe us when we say that even if you're not into golf, you'll enjoy *Outlaw Golf* – it's got an edge to it that'll keep you hooked for ages. More when we have it... **CUBE**



PRACTICE MAKES PERFECT

On top of the main game modes, there's also a fourth course (the Outlaw Range) where you can sharpen up your game with the help of the various challenges on offer. Split into groups of three depending on the skill required – driving, putting, chipping and so on – the idea is to accumulate enough points to clear the challenge using the restricted number of balls provided. For example, you might have ten balls in which to score 1000 points on a putting green covered with holes; the further away the hole is from you, the more points it'll be worth when you put the ball down. Still, it's not going to be easy to pass all the challenges as some require more powerful equipment that can only be won in the Tour mode – when you do beat them though, you'll be rewarded with points that can be used to upgrade your player's skills.



The Putting mode is just as accomplished and well executed as many more 'serious' golfing videogames – but with added distractions!

PREVIOUS

FROM THE MAKERS OF...

DARKENED SKYE

■ Another promising-game that so far hasn't got a publisher for a PAL release. When will these people ever learn, eh?



TOTALGAMES.NET RATING: N/A



BEAT 'EM 'TIL THEY BLEED

Of course, playing golf well is all about composure – the steadier your hand, the better you'll hit the ball. That's why *Outlaw Golf* incorporates an all-important Composure Meter that records your current level of success; good shots will increase your composure (putting you 'in the zone') while duff ones will make you nervous and shaky. How does this matter? Because the more nervous you are about a shot, the more the pad will vibrate to try and put you off... clever stuff. However, there's a sure-fire way of calming yourself down and bringing your game back up to the level that it should be at – by giving your caddy a damn good thrashing. Beating Tokens give you the opportunity to lay the smackdown on your caddy's ass and the bigger the beating, the more you'll regain your composure. Hey, mindless violence always works wonders for us...



"GOLF GAMES NEEDN'T BE LIFELESS AND THE ADVENT OF OUTLAW GOLF MEANS THAT WE'RE CERTAINLY GOING TO SEE THE SPORT IN A WHOLE NEW LIGHT FROM NOW ON..."



CUBE

THINKS...

FIRST IMPRESSION

■ There's something about being able to slug a golf ball, shout insults and pound on your caddy that just feels right – we call it Gaming Attitude – which is exactly what *Outlaw Golf* has in spades. Getting a bunch of mates together for a round of golf has never been so much fun – if some publisher or other doesn't pick this game up for a proper Australian release, there really is no justice in the world. We want this game – and we want it NOW!

CUBE



PREVIOUS

FROM THE MAKERS OF...

PIKMIN

■ Yes, the whole thing sounds like a bizarre concept for a game, but it's definitely one you have to experience.



TOTALGAMES.NET RATING: 9.0



CUBE

INFORMATION

SUPER MARIO SUNSHINE

PUBLISHER: NINTENDO

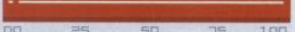
DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: PLATFORM ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE



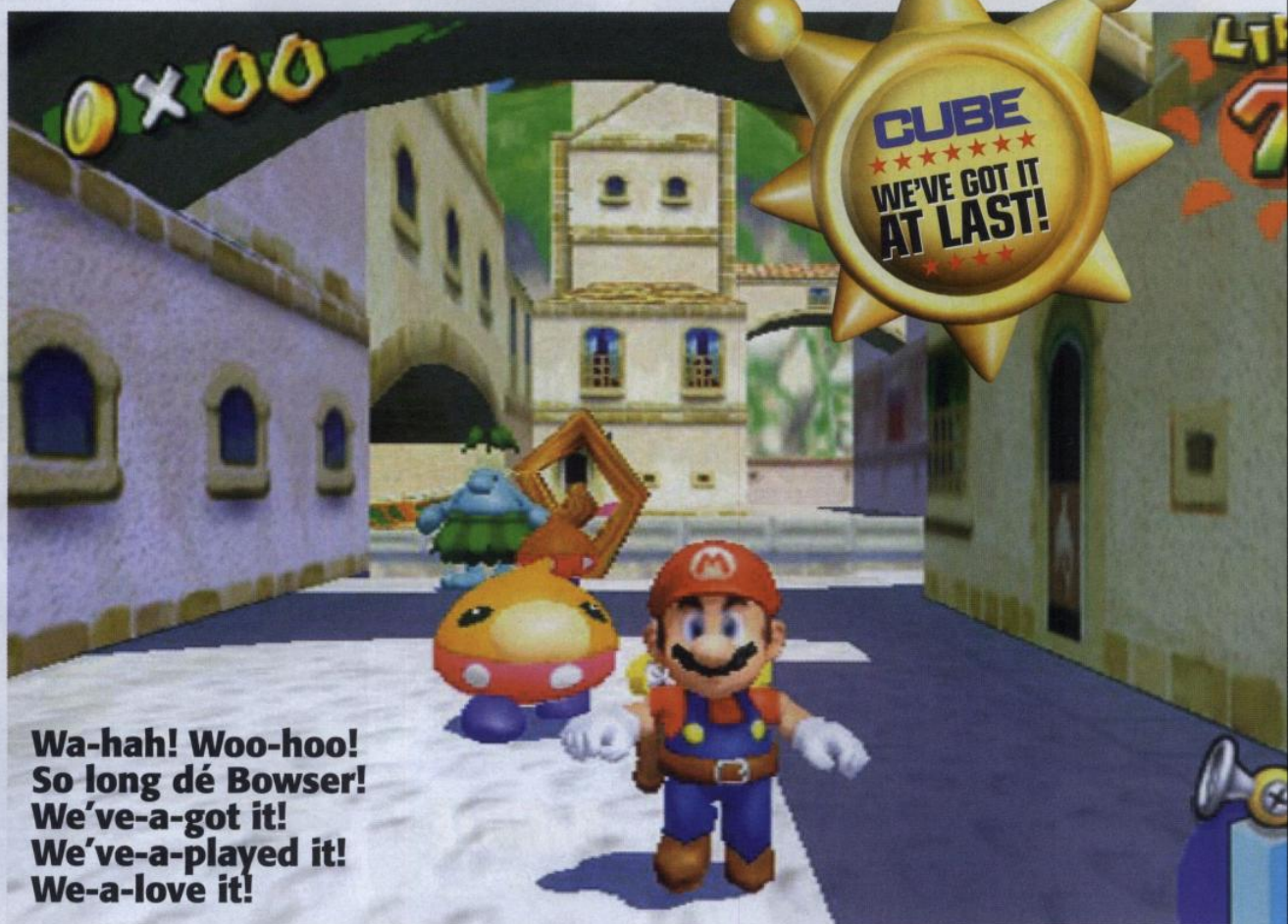
RELEASE DATES



04 OCT

OUT NOW

26 AUG



Wa-hah! Woo-hoo!
So long dé Bowser!
We've-a-got it!
We've-a-played it!
We-a-love it!

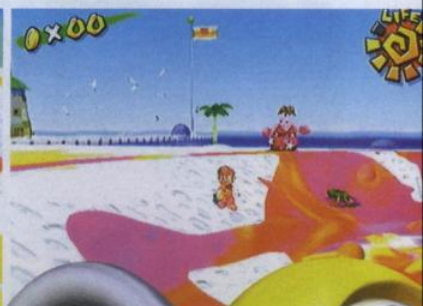
SUPER MAR

OH YES, WOO-HOO indeed. We have *Super Mario Sunshine* in our hands, and let us assure you that it is everything you could ever have hoped for. It doesn't happen very often, but the game actually shot through the **CUBE** letterbox a full seven days before we were expecting it! You may well be asking yourselves why it is that

we have chosen to do an In-Depth on this monster title and not a Review. The reason is simple: Mario is huge. We could have done an eight-page review, but then that would've been it. No more pictures until the PAL release in October. The fact of the matter is that there is far too much in the game to fit into eight pages, so instead of playing

the game for a few days and claiming to have finished it, we've opted to show you the game's early stages and explain how it plays in this In-Depth. Next month we'll have the mammoth review. To be honest, this may as well be part one of the review. So what if there's no score? You know full well that this is going to be a 'Star Game.'

"NOTHING COULD PREPARE US FOR SITTING DOWN IN FRONT OF A BIG SCREEN TO SPEND SOME QUALITY TIME WITH THE FUN-LOVING PLUMBER"



PICTURE PERFECT

LORD OF ALL HE SURVEYS

■ From certain locations in each level you can get some fantastic views. You really can see everything and distant structures use depth cueing for the out of focus effect. The result is that the background looks like it should in real-life.

SUMMER SUN

PERFECTLY FITTING TEXTURES

■ All the textures in SMS perfectly match the sunshine theme. We can't remember the last time a game made us feel this good just by looking at it. Actually, yes we can... it was Yoshi's Island on the SNES.

DOUBLE VISION

MARIO THRU' THE LOOKING GLASS

■ The designers have managed to implement every graphical effect under the sun, but this is one of our favourites. By walking on the mirror, you can tilt it to get real-time reflections of everything that's going on around you! Wow!

10 SUNSHINE

There was a time, not too long ago when we weren't entirely sure about Mario's latest adventure. The first shots and footage of the game that we saw resembled *Mario 64* in terms of graphics and Miyamoto-san's comments concerning the *Pikmin*-like length of the game worried us further. Over the months though the graphics have

transformed and with every passing batch of screenshots our hearts have been lifted. Playing the game at E3 settled the argument as far as we're concerned – Miyamoto just goes from strength to strength, but nothing could prepare us for actually sitting down in front of a big screen and surround sound system and spending some quality time with the fun-

loving plumber. Fear not because the magic has returned in full force. You want Mario? You've got it. You want Yoshi? You've got it. You want enormous levels full of enemies, puzzles and graphical splendour? We think you get the gist...





INTRODUCING THE GANG

OOOON, I'LL GET by with a little help from my friends... Mario's previous accomplishments have earned him the friendship of many people, and in his latest outing there are some old faces who have returned to help out as well as some new ones. Here's the low-down on whether they're actually any cop:

KINOJI

DESCRIPTION:

An ageing Toad who acts as Princess Peach's butler. Comes complete with 'Poirot-esque' spectacles, a handlebar moustache, walking stick, red bow tie and violet waistcoat with gold trim.

RELEVANCE:

He knew he shouldn't have come along. He could feel the imminent evil in his spores but the princess assured him that nothing could possibly go wrong on vacation.

USEFULNESS:

He can pack a suitcase... eventually. But seriously, Kinoji will come out with all sorts of helpful hints and tips throughout your adventure. Aside from that he's useless, unless of course he does an *Attack Of The Clones*-inspired Yoda on us later on in the game... which is doubtful.



MARIO MARIO

DESCRIPTION:

Podgy plumber of vaguely Italian descent who has everything on a plate just because he beat up some giant Koopa thing a few times. Careful with those pies mate. Not that we're bitter or anything...

RELEVANCE:

Well he's the hero isn't he? Not to start with though. Some evil impersonator is tainting Mario's squeaky clean reputation, so it's up to him to find the heinous person behind the mayhem and save the world (and the girl, of course) at the same time.

USEFULNESS:

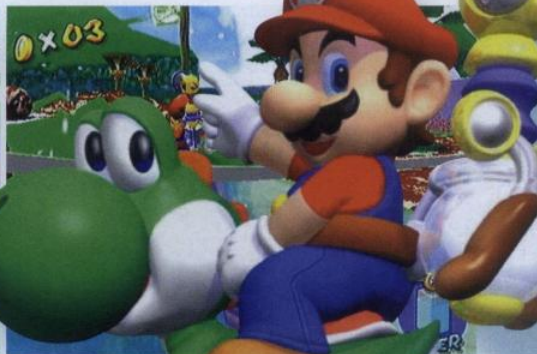
On his own Mario is a formidable opponent - his Hip Drop, Diving Grab and punch/kick combo are enough to see off most enemies. Failing that he can always use his multitude of jumps to get away. *Super Mario Sunshine* sees him becoming the emperor of accessorising though, and his water cannon allows him to shoot jets of water as well as propel himself through the air using the force of the water.



COMMENT

We were hoping that *Super Mario Sunshine* would be the first proper Mario game where the lovely princess didn't get kidnapped for once, but that simply isn't the case. Admittedly, it isn't Bowser that runs off with her this time - it's Evil Mario - but still, you have to feel sorry for the young girl. The story goes that Mario and the princess travel by Mushroom Jet (naturally) to a paradise island as part of their vacation. They deserve a break, and this will give them the perfect chance to get it on (noooooooo, must get that image out of our heads...). No sooner have they arrived than it all starts going wrong. The normally spick and span seaside village is covered in paint, and as far as the locals are concerned, it's Mario who is

"THE NORMALLY SPICK AND SPAN VILLAGE IS COVERED IN PAINT & AS FAR AS THE LOCALS ARE CONCERNED, IT'S MARIO WHO IS RESPONSIBLE!"



PRINCESS PEACH

DESCRIPTION:

Slender and elegant, Princess Peach rules the Mushroom Kingdom with an iron fist... maybe. She is known the world over for her Barbie-like beauty.

RELEVANCE:

She only went and got herself kidnapped again, didn't she? As if Mario didn't have enough on his plate already, he now has the added pressure of trying to save her sorry arse. If it wasn't for her, Mario could simply find the evil hideout and nuke it!

USEFULNESS:

Erm... none? She's a pain in the arse most of the time, but what really annoys us is her logic. Why does she insist on carrying that broly around? We know that it's hot in those parts, but if she didn't wear that ridiculously thick floor-length dress maybe she'd feel a tad fresher.



YOSHI

DESCRIPTION:

Green dragon who is Mario's loyal friend, we think. It may well be that he only helps Mario because he gets fed, kind of like a dog. Yup, that's it, he's a big green dog.

RELEVANCE:

When Mario is riding Yoshi, he can't be hurt. Any attacks from vicious blobs will result in Mario falling off of Yoshi's back, which is very useful.

USEFULNESS:

See above for the avoiding attacks spiel and don't forget his sticky tongue. Yoshi can munch through copious amounts of food and enemies, and when you're riding him he gets his very own Hunger Gauge. Fill it up to see what happens!



LOCALS

DESCRIPTION:

Think of a Weeble, put a Proboscis Monkey's face on and dress it up in a grass skirt. Then take away any brains that it may have had.

RELEVANCE:

The local inhabitants normally have an easy life, but with the appearance of Mario comes an all new threat. Their blobby little brains really don't know how to handle it and aren't best pleased with our favourite heroic plumber.

USEFULNESS:

You can chat to them if you get bored and they may even help you if you get stuck. The best thing about them is that they love fruit – their fruit stands are a great place for Yoshi to fill his stomach at.



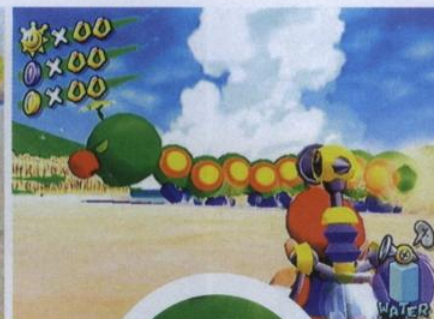
responsible! Normally you wouldn't care what a bunch of trumpet-mouth hula-dancers think, but gossip travels fast, and Mario is onto a good thing (what with the whole 'hero of Mushroom Kingdom' and obligatory princess thing). Best stay on everyone's good side.

You eventually find out who is behind the conspiracy but not before a water-cannon device is shoved in your hands and you're ordered to clean up the town. Now, we ought to expect this kind of thing from Miyamoto, but we have to admit we weren't expecting the device to start talking to us. 'Disturbed' is the word... or perhaps 'inspired'. The opening level is basically a training mission, with the water-cannon (we'll call him Cedric) teaching you new

moves along the way. The cannon has two basic functions: it can be used as a weapon, squirting water at enemies or it can be switched to a water-booster. Along the way you learn other moves like the Rising Spin and you can also use the water jets to propel you across water. All of this is explained in detail elsewhere in this In-Depth.

Something which is extremely noticeable on the first level is the inclusion of cut-scenes. These use a slightly different graphical technique to the in-game graphics, and they almost have a cel-shaded feel to them. This has never been done with Nintendo games before, but it works really well and doesn't in any way feel disjointed.

CUBE IN-DEPTH



WIGGLER!
THE ANGRY CATERPILLAR

PIECE BY PIECE

BABY WIGGLERS EVERYWHERE

■ There are a number of huge mirrored solar panels and the locals have begged you to get rid of enemies that are stopping them working. These enemies are segments of Wiggler – maybe removing them all will get his attention?

WIGGLER!

THE ANGRY CATERPILLAR

■ Despite being defeated on numerous occasions, Wiggler has still managed to become entranced by Evil Mario, and as such he's after Mario. You can't defeat him while he's up there, so you must find a way to get him down onto the beach.

TOP UP

THIS IS THIRSTY WORK!

■ The water meter goes down as Mario uses up his supply of the life-giving wet stuff. It can be fully replenished by jumping into a pond or a stream, but these aren't as readily available as you might think. Use it wisely.

CONTINUED

Even though the first level of Mario's new adventure isn't very taxing, you won't move onto the second area for ages. The reason? Because Nintendo know what games should be about. All you'll want to do is explore: every hill, every corner, every platform. Then you'll come across some paint and you'll be in heaven. The moment you realise that Mario can slide through the mud/paint, you may as well give up on anything you had planned for the rest of the day. It's so much fun to slide around in a pool of paint. The way the paint is textured is just so... yummy!



"ONCE YOU'VE HAD ENOUGH OF SLIDING YOU CAN JUMP INTO A STREAM TO CLEAN MARIO OFF... AND THEN DO IT ALL OVER AGAIN. IT'S SO MUCH FUN!"



SPIN-SPIN SUGAR

IT'S THE WHEEL OF FORTUNE

■ You can get up here by wall-jumping or by climbing a tree at the start of the level. Once you're there, try squirting the windmill sail to reveal a whole bunch of golden coins. As always, 100 coins gets you a 1-Up, so what are you waiting for?

ERUPTION!

EVIL PAINT-TYPE STUFF

■ Not only does the paint make everything messy – it also 'gives birth' to enemies such as Piranha Plants. At first they will appear to be balls of paint, and you'll have to spray them to reveal the true enemy that's lurking under the glop.

FLOORED!

THAT'LL TEACH YOU...

■ Washing your enemies can get dangerous. Once you've uncovered a paint-dwelling enemy, it'll come for you. Simply fire water into its mouth and eventually it will expand and burst. Be careful though as some of the big 'uns are very fast.

Those pesky Piranha Plants will pop up when your back is turned...



The light reflects on the gooey substance in a cartoon style, and when Mario disturbs it, the white and the brown mix together. Imagine mixing double cream into molten chocolate. It looks good enough to eat and the longer Mario slips and slides through it, the messier he gets.

Once you've had enough of sliding (which, let us assure you, won't be for a long time), you can jump into a pond or a stream to clean Mario off... and then you can do it all over again. It's SO MUCH FUN! The fun doesn't end there though – explore a little

further and you'll discover something to top it all off. There's a path leading from one of the windmills down to the river, and guess what? You can belly-slide all the way down. So, after sliding in the paint for five minutes and making Mario look ridiculous, you can run to the top of the hill and slide all the way down, straight into the river!

At this point in the game, none of these things actually has any real purpose, but it doesn't matter. We would buy the game just for this bit! It's little things like this that would go some way to explaining why we haven't got

very far in the game despite having had the game for three whole days now. Oooops.

We haven't even started talking about the bits where Mario learns to bounce on the telephone wires, or where he uses Cedric to spin around the wire and shoot off in any direction. And then there's the wall-jumping, surfing, bosses and a little dragon named Yoshi. Honestly, where are our manners? Now do you see why we're not reviewing it properly 'til next issue?





THE SOURCE OF ALL EVIL

BUT WHO IS BEHIND THE MAZZA MASK?

As you can see from the screenshots, a transparent-blue version of Mario turns up from time to time. This is the guy who is responsible for all the hassle but he is not what he seems. The Mario-esque exterior is just a disguise designed to shift all the blame squarely on the real Mario's shoulders. In any other world, the fact that Evil Mario is completely blue would probably give the game away, but the locals are a little on the thick side to say the least!

Every now and then you'll come across a red squiggle on a wall – there should be at least one per level and these are Evil Mario's signatures. You'll need to find them all to progress in the game.



100 golden coins still gets you the 1-Up, so don't miss them out.



CONTINUED

Okay, so maybe we got a little bit carried away with the sliding thing, but before you go off and look at all the lovely pictures (whadaya mean you've done that already?!), we'll tell you a little bit more about the character line-up. First of all you have Mario. Donning a short-sleeved shirt (calm down ladies), he is obviously trying to impress. Princess Peach is along for the ride complete with long dress (it's summer for crying out loud) and brolly. She'll be in the arms of the enemy before too long, so you won't be seeing much of her. Kinoji (Japanese name) is Peach's Toad butler. We never knew that Toads could grow hair, but Kinoji has succeeded in growing a luxuriant handlebar

MARIO AT THE MOVIES

WHAT? FMV IN A MARIO GAME?

Yup, you heard right. This is one of the first Nintendo games to use proper movie sequences to fill in parts of the storyline. Nintendo has always said that it was against movie sequences because too often the quality of the FMV would be far removed from the in-game graphics. With the power of the GameCube, Mario and his surroundings can appear nearly identical to the rendered version. We have to say that the rendered sequences are very nice.

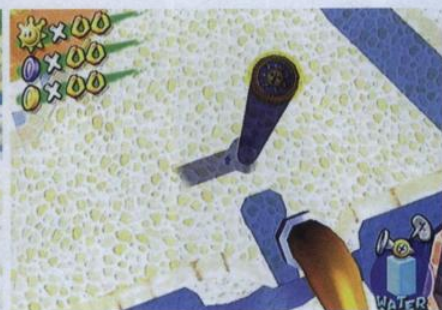


moustache. There are plenty of other Toad kids about designed to get in your way, but Kinoji will keep them in order. Then there's Yoshi – and guess what? He's hungry! The last of the friendly characters are the locals. Each area has its own locals (as far as we can see) but the seaside village locals are the most charismatic. The main enemy comes in the form of Evil Mario who is responsible for giving Mario a bad name.

Enough talk already. Look at the pictures, read up on all the new aspects of the game that we've found (we've tried to show you the new stuff without spoiling it) and prepare yourself for the second part of our *Super Mario Sunshine* coverage in CUBE issue 10.

CUBE

"EVIL MARIO LEAVES 'M-WARPS' LIKE GRAFFITI TAGS LYING AROUND, WHICH MARIO CAN USE TO TRAVEL BETWEEN WORLDS"



THE MAN WITH THE MOVES

A WHOLE HOST OF AMAZING NEW MOVES

1. STANDARD SQUIRTING

As soon as you get hold of the water cannon hold down the R button for a steady stream of water. The further you push the button, the more intense the stream will be. You can use the C-Stick to aim the nozzle of the cannon, while the main analogue stick allows Mario to strafe. With the weapon in this mode, Mario can fill enemies with water and send windmill sails spinning.

2. BOOSTER MODE

Tapping the X button allows you to switch to the secondary mode, which diverts the water to a set of twin boosters. Two jets of water shoot out from the base of the device, propelling Mario into the air. Your height and speed of ascension is controlled via the R button and your direction is controlled with the main analogue stick. Takes just a couple of goes to get the knack of it!

3. CATAPULT SPIN

Another of Mario's new moves is the Catapult Spin. In standard mode the nozzle pokes up over the plumber's head and the nozzle can hook onto telephone wires. If he gets enough speed up, Mario can use his momentum to hook onto the wire and spin around it, thus propelling him further.

4. RISING SPIN

Mario will quit often find himself in a tight spot, and when surrounded by enemies there's no better move than the Rising Spin. Mario shoots up into the air while squirting water from the cannon. This results in Mario escaping while hitting anything around him. Quality!

5. WALL-JUMPING

Yeah, we know that it's an old move, but it's still really smart. Mario can jump against a wall and kick off of it, propelling himself in the opposite direction. When between two walls Mario can use this move as many times as necessary in order to get higher. Many games try to use this move but Mario games do it best.

6. FAN BLADE

Later on in the game you can find more upgrades for your cannon. The Fan Blades allow you to skate across the surface of the water, thus providing a much quicker alternative to swimming. If you're on land the jet of air and water will blast anything behind you to kingdom come!

7. WATER LAUNCHER

As we mentioned earlier, it's all hunky-dory using the booster to get up to the higher platforms, but the water launcher allows you to shoot 20 metres into the air in the blink of an eye. A burst of water gets released from the over-sized nozzle, launching you up, up and away.

⬇ You wanna pizza me, short stuff?
No, thought not, ya little loser...



DO THE TIME WARP

THE MYSTERY OF LEVEL SKIPPING IS REVEALED

We've already mentioned the fact that Evil Mario leaves his signature tagged on walls like a teenage hooligan, but what exactly is it there for? Well it's quite simply really - it's a warp mechanism that allows Evil Mario to travel between worlds. Upon activating it, the 'M-Warp' will open allowing you to see what's on the other side. Then Mario will dematerialise, get sucked though and materialise on the other side.



CUBE

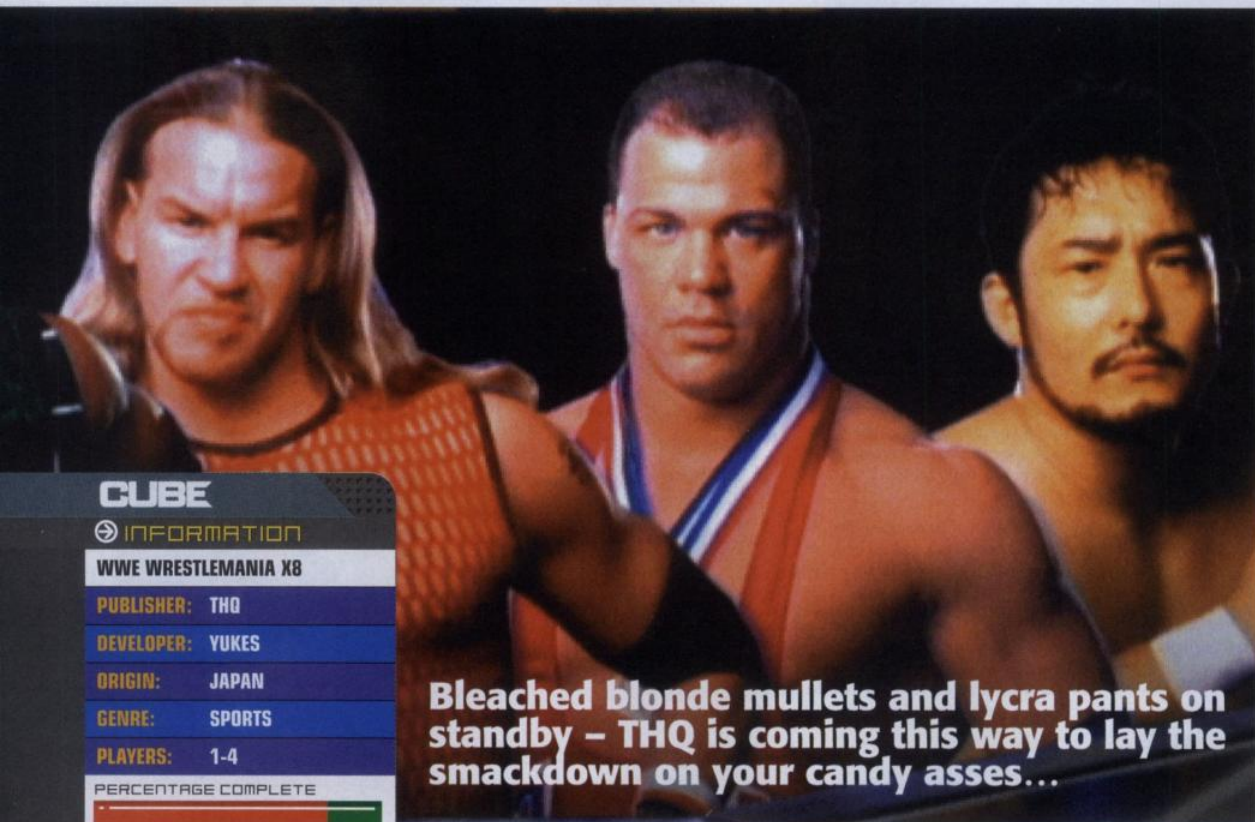
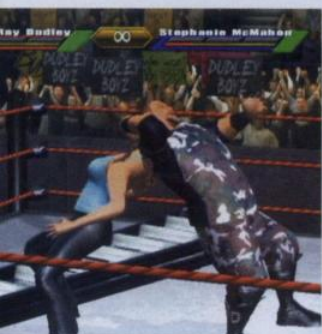
THINKS...

FIRST IMPRESSION

■ Oh come on... do you really need us to tell you what we think? OK, well *Super Mario Sunshine* is definitely a Star Game but we haven't played it anywhere near enough to give it an accurate score. Is it long enough? Will we still be playing it next month? Is there any real innovation in the later levels or is it just a case of adding levels because people moaned that it had better not be too short? Time will tell and you can find out for sure in issue 3.

CUBE

CUBE IN-DEPTH



CUBE

INFORMATION

WWE WRESTLEMANIA X8

PUBLISHER: THQ

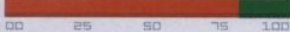
DEVELOPER: YUKES

ORIGIN: JAPAN

GENRE: SPORTS

PLAYERS: 1-4

PERCENTAGE COMPLETE

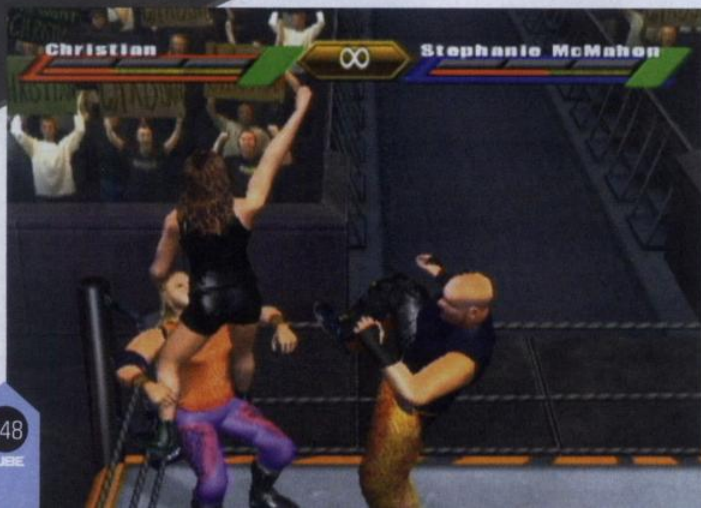


RELEASE DATES



Bleached blonde mullets and lycra pants on standby – THQ is coming this way to lay the smackdown on your candy asses...

WWE WREST

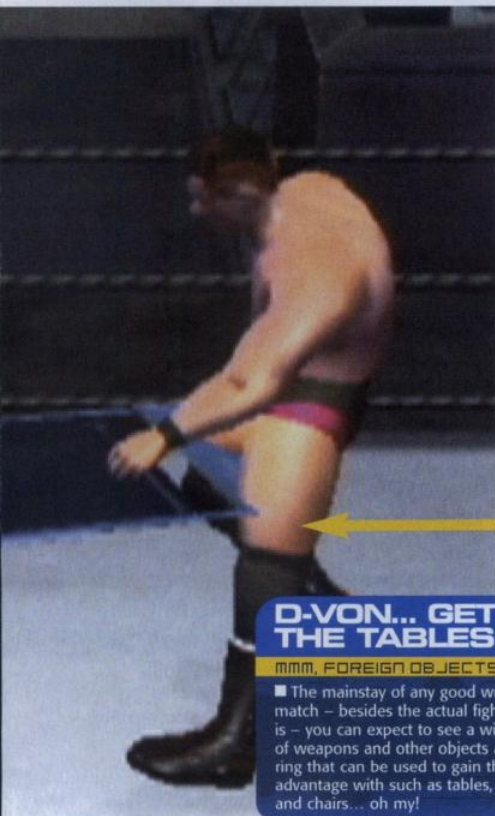
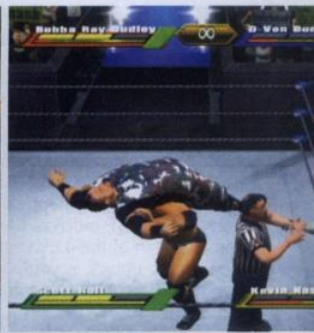
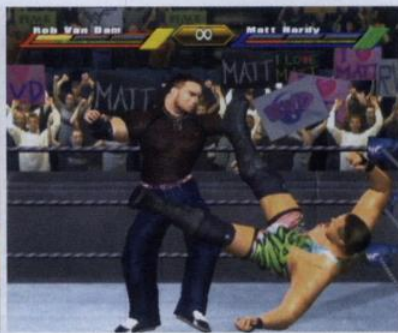
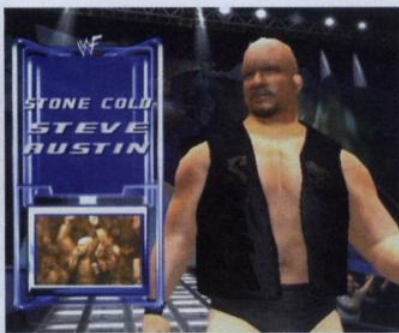


HANDS UP THOSE of you who like wrestling? While a lot of you are probably scowling heavily at the thought of watching grown men slap each other around in a less-than-painful way, we'll wager that there are a fair few of you out there with your hands raised in the air. Now, we're not going to start going into the logistics of why you actually tune into the WWE whenever it's on Sky TV (heck, we've got a wrestling fan on the CUBE team and we can't even get a straight reason out of him) but the

fact remains that if you like wrestling and like videogames, you're probably going to love a wrestling videogame... goes without saying really, doesn't it? Luckily, THQ has felt your pain at not having a decent wrestling game to play on your Nintendo console since *WWF No Mercy* back in 2000 and has come up with a solution. The name of that solution? *WWE Wrestlemania X8*...

Now, seeing as how we at CUBE broke the news of *Wrestlemania X8*'s announcement for the GameCube only

"THAT X8 IS ON THE SHELVES IN THE US RIGHT NOW IS A SURPRISE - GAMES USUALLY TAKE AT LEAST TWICE THAT LONG IN DEVELOPMENT"



IT'S THE REAL DEAL

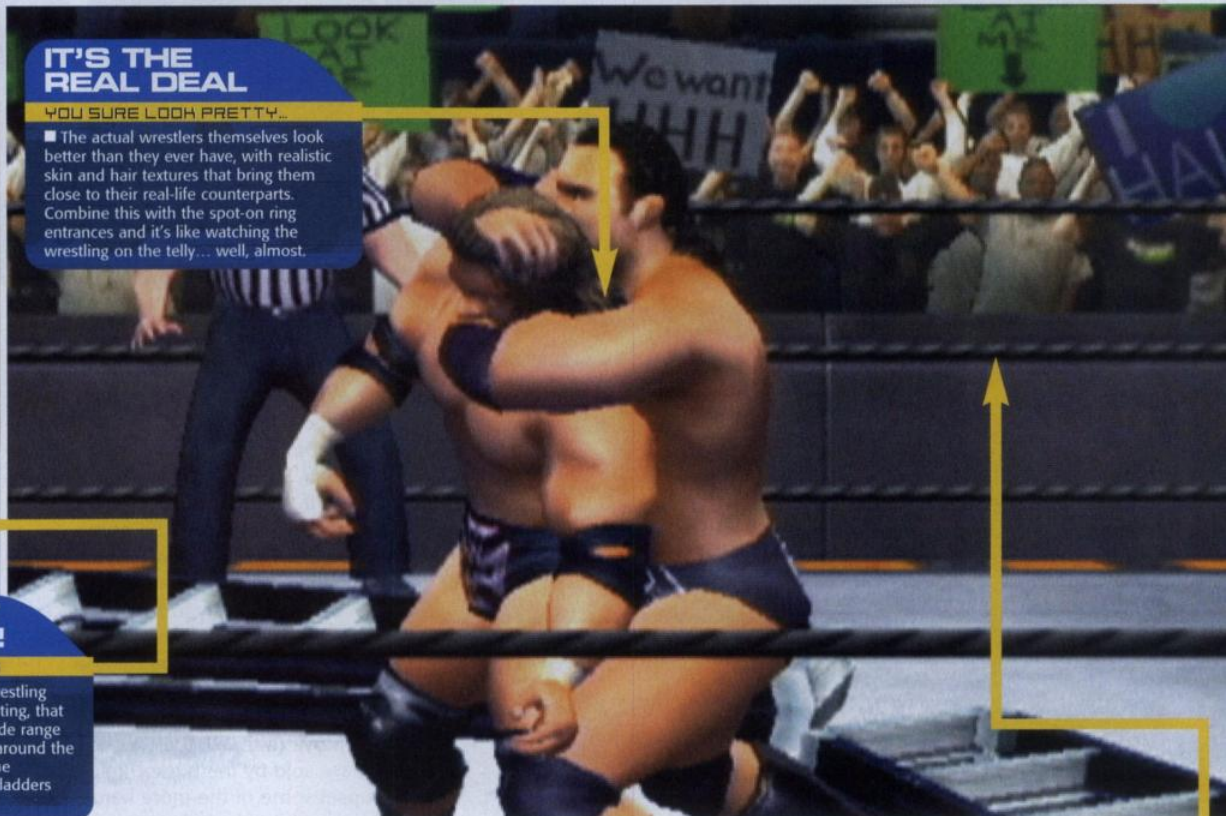
YOU SURE LOOK PRETTY...

■ The actual wrestlers themselves look better than they ever have, with realistic skin and hair textures that bring them close to their real-life counterparts. Combine this with the spot-on ring entrances and it's like watching the wrestling on the telly... well, almost.

D-VON... GET THE TABLES!

mmm, FOREIGN OBJECTS

■ The mainstay of any good wrestling match – besides the actual fighting, that is – you can expect to see a wide range of weapons and other objects around the ring that can be used to gain the advantage with such as tables, ladders and chairs... oh my!



WRESTLEMANIA X8

six months ago in issue 3, the fact that the game is on the shelves in the US right now comes as quite a surprise – after all, games usually take at least twice that long in development before they make it onto the market. However, it's clear that THQ means business with *Wrestlemania X8* and having switched development teams from Aki (the firm responsible for all of THQ's previous N64 wrestling successes such as *No Mercy*, *Wrestlemania 2000* and *WCW/NWO*

Revenge) to Yukes (who created the now infamous *Smackdown!* series on the PSone and PlayStation2), THQ has come up with what it hopes is the ultimate wrestling game for the GameCube. Much of the stuff that fans clamour for when a wrestling game comes out is present and correct in *Wrestlemania X8* – from a whopping roster of top-notch superstars and impressive graphics to a long list of game modes and match styles, there isn't much about the game that fans

and gamers alike will be able to complain about. However, *Smackdown! 4* on the PlayStation 2 and *WWE Raw* on the Xbox are both due out around the same time as *Wrestlemania X8* (this coming winter), it looks like wrestling fans are going to have more games to deal with than they can get their hands on. Could *Wrestlemania X8* emerge as the champion, or will it be tossed out of the ring? Well, that depends on how you like your wrestling games...

RINGSIDE ACTION

A BIT OF CROWD CONTROL

■ While the crowd are still a little bit on the 'cardboard cut-out' side, at least there are enough of them to give the effect of a really excited audience. The signs that they hold up even adapt to which wrestlers are currently duking it out in the ring... a nice effect.

PREVIOUS

FROM THE MAKERS OF...

SMACKDOWN! JUST BRING IT!

■ The game that took the PS2 by storm and stayed at the top of the charts for more weeks than Bryan Adams...

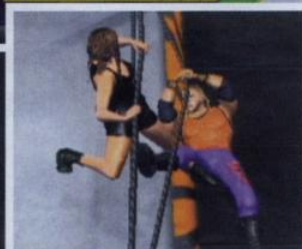


TOTALGAMES.NET RATING: N/A

OH, WHAT AN ATMOSPHERE

Obviously, the reasons why people watch wrestling vary depend on who you talk to but mostly, it's all about the atmosphere – the roar of the crowd, the pyro effects, pumping music and most of all, the storylines that can draw in a wrestling fan much as mid-afternoon soap operas captivate the attentions of housewives across the nation. Thankfully, while *Wrestlemania X8* does neglect a few of the key elements of wrestling's appeal (mostly in the storyline and crowd interaction areas), much of the overall atmosphere remains. For example, each of the 42 wrestlers available – six of which are secret characters to unlock as you play through the game – has their own specific and accurate ring entrance complete with Titantron video,

music and characteristic mannerisms that relate almost perfectly to people they represent, as well as their own signature moves and taunts that can be used at various points throughout each match. Naturally, all of the wrestlers on offer are suitably popular from mainstay superstars such as The Rock, Triple H and Stone Cold 'not working for the WWE any more' Steve Austin to more recent fan favourites like The Hurricane, Hollywood Hulk Hogan and Scott 'also not working for the WWE any more' Hall. Sadly, there's no sign of the most current wrestlers like Eddie Guerrero or Brock Lesnar... but there's always the handy Create-A-Wrestler mode if you're really desperate to play as them.



CONTINUED

With THQ's track record on the N64, those of you who are eagerly anticipating *WWE Wrestlemania X8* might be expecting a game similar to *WWF No Mercy* or *WWF Wrestlemania 2000*, only on the GameCube. If that's the case, you might want to brace yourself for a bit of a shock... because that's not what you're getting. Instead, the Yukes development team have stuck strongly to the fast-paced arcade-style of the *Smackdown!* series, as opposed to the more methodical and strategic play from the N64 games – something that while being a sensible business move (after all, the *Smackdown!* games have sold by the bucket-load), might upset some of the more hardcore fans. On the plus side, it does mean that the action is fluid and moves at a frantic speed, with all the pace of a genuine *WWE* event. However, it also means that the number of moves available to each wrestler is cropped down and the matches often turn into a button-mashing fest rather than a battle of skill... but these are trade-offs that only the N64 crowd will be bothered about and fans of the *Smackdown!* franchise (of which there are many) won't even notice the omissions.

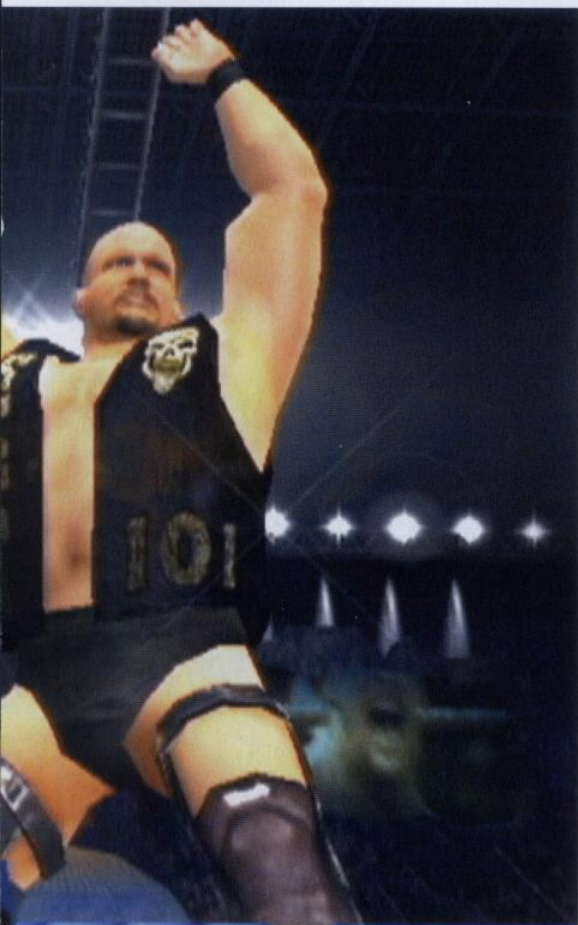
What they will notice though is not only the improved visuals and animation within the game, but also the introduction of a new reversal system that mirrors what was previously seen in *Aki's* N64 wrestling titles. While the grappling system of *Smackdown!* remains consistent (pulling off moves is simply a case of pushing a

button and one of several directions on the Analogue Stick simultaneously), the new reversal feature brings the Trigger buttons into play as well. By pressing either the Left Trigger button for grappling moves or the Right Trigger button for strikes, a player can swing the momentum of the action in their favour by reversing the move coming their way. Naturally though, precise timing is required for such a move and missing it by even a beat will leave you wide open for all manner of punishing attacks – however, it's a skill you'll have to master if you want to come out of each match victorious.

As it stands at the moment, it's clear that *Wrestlemania X8* will be snapped up by the fans when it appears later this year simply because there hasn't been a wrestling game worth playing out in ages... particularly on a Nintendo console. With the current battle of console power going on right now between the GameCube, Xbox and PlayStation2, that's something that THQ can't rely on right now – instead, we're hoping that it concentrates on making *Wrestlemania X8* the very best wrestling game that it can be.

CUBE

"THE ACTION IS FLUID AND MOVES AT A FRANTIC SPEED, WITH ALL THE PACE OF A GENUINE TELEVISED WWE EVENT"



A MATCH FOR EVERY SEASON

CAN YOU HANDLE TRIPLE THREAT?

What would a wrestling game be without a wide range of versatile matches to take part in? Absolutely nothing, that's what – which is why *Wrestlemania X8* has a healthy selection of match types on offer to satisfy even the more ardent wrestling fanatic. As well as the basic one-on-one and tag-team match-ups that are the core of wrestling, there's also the more diverse Triple Threat (three wrestlers, no allies) and Four-Way Dance (four wrestlers, obviously), as well as Handicap 2-on-1 and Battle Royal matches. Then you've got all those 'speciality' match styles that appear more and more during *WWE TV* programming; from Hardcore rules, Cage and Ironman fights to the especially gruelling Ladder, Tables, TLC (tables, ladders and chairs) and even Hell In The Cell matches, they're all here for you to experience in your very own living rooms without the chance of getting hurt much. Spoilt for choice? You will be...



⬆ The whiff of Regal's underarm odour was enough to put a grimace on Jeff's face...



CUBE

THINKS...

FIRST IMPRESSION

■ Having played the US version of *Wrestlemania X8* solidly, we can't help but be rather disappointed with the fact that it doesn't feel like even half the game we expected it to be in terms of playability. Nevertheless though, we'll manfully persevere with it until the time comes for our complete PAL review to appear in a forthcoming issue of this very mag...

CUBE

051

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CUBE

ISSUE NINE



REVIEWS

EDITORIAL

YOU KNOW, IT takes a brave man to admit that he's wrong – something that happens oh-so-rarely within the might of **CUBE** Towers. However, now is the time to eat a massively helping of humble pie and confess: I was wrong. Yes, I was wrong to think that a game that's been in development for four years under the wing of Nintendo itself could be anything other than pure gold. I was wrong to think that Silicon Knights couldn't pull off what was clearly a very ambitious game. And most of all, I was wrong to think that *Eternal Darkness* would be nothing more than a cheap *Resident Evil* knock-off... oh, how wrong I was. I really don't know what came over me – after all, I've never said a bad word against Nintendo in the past, so why now? I hope the powers that be can forgive me...

For now though, I might as well keep myself busy with *Super Mario Sunshine*... yes, we've got it. But why haven't we reviewed it this issue, you may ask? Simple; when we review what is certainly one of the biggest games for the GameCube, we want to do it properly and tell you EVERYTHING you need to know. That means we've got to actually play it properly, not skim through and give you impressions based on a few days-worth of play – we couldn't give you anything less. It'll be worth it though... you've just got to learn to have faith in us, eh?

■ MARTIN MATHERS



CUBISTS

It's time to play the music, it's time to dress up right, it's time to meet the Muppets that wrote this pile of sh...

SIMON PHILLIPS



THE EVIL TWIN OF: Norman Cook
THIS MONTH: Simon learnt that rehabilitation for his painfully but 'inconclusively' hurt foot has never been so good – not only does it earn him sympathy with the ladies, but he convinces other people to get the beers in because of his 'condition'.

GROUP EDITOR
CUBE

MARTIN MATHERS



THE EVIL TWIN OF: Michael Costa
THIS MONTH: Anyone with shares in McDonald's or KFC had better watch out – Mart's gone on a diet. Thanks to his new intake of salad, salad and... err, salad, the poor boy's wasting away into Simon-esque proportions...

GAMES EDITOR
CUBE

CHANDRA NAIR



THE EVIL TWIN OF: Craig David
THIS MONTH: With *Eternal Darkness* turning out to be the amazing game that most of us here thought it wouldn't be, Chandra has taken to walking around the office with an all-knowing 'I got it right' grin on his face. The smug git.

NEWS EDITOR
CUBE

NICK TRENT



THE EVIL TWIN OF: Mr Potato Head
THIS MONTH: Legions of 'Lovely' Steph's disappointed disciples will just have to keep looking at lher picture in ast month's issue. In the meantime, if you don't like the way the mag looks, complain to Cerberus, Mr Trent's colour-blind guide dog.

ART EDITOR
CUBE

BYRON WILKINSON



THE EVIL TWIN OF: Rove McManus
THIS MONTH: Byron's been finding it hard to fit into life on the CUBE team. He gets all his work done on time, doesn't try to verbally abuse anyone and turns down invites to free drinking sessions... what's wrong with him?

STAFF WRITER
CUBE

GARY ADAMS



THE EVIL TWIN OF: Mr Logic
THIS MONTH: Gary's social life (what there was of it, anyway) came to abrupt halt when he was given the one thing that all hardcore gamers fear – a SNES emulator and well over 100 games. He hasn't left the office since... weirdo.

STAFF WRITER
CUBE

MATT NAILON



THE EVIL TWIN OF: Rex Hunt
THIS MONTH: With Cyra's sad departure last month, **CUBE** budgeted for new spellchecking software... but sadly, didn't get around to buying any. So, we had to be content with some shoeless, semi-literate feral we found asleep in the loading bay.

SUB-EDITOR
CUBE

DAWN ROBERTS



THE EVIL TWIN OF: Whoopi Goldberg
THIS MONTH: She might have just returned from her two-week holiday looking suitably brown and peeling, but Dawn's glad to be back in wintery Sydneyr. No, really she is. Can't you see how happy she looks?

DESIGNER
CUBE

100% UNOFFICIAL 100% UNBIASED THE ONLY REVIEWS YOU CAN TRUST



ETERNAL DARKNESS

66 You thought *Resident Evil* was scary? Well, you ain't seen nothing yet – forget all those lumbering zombies and come get your mind around this little lot. Believe us, this certainly isn't a game for the faint-hearted...

WHAT DOES IT ALL MEAN?

If you're feeling a bit daunted by all the information we've got on offer, don't panic – it's pretty easy to find what you need once you know where it all is...

INFORMATION

This is the place to look for all the essential statistics on the game including release dates, players, publisher/developer and some vital bullet points summing it all up.

COMMENT

The reviewer's frank and honest opinions on what he or she thinks of the game will be right here; you'll be needing this to make up your own mind...



2ND OPINIONS

If you're still not 100% sure whether you're going to take one expert's opinion as the final word, you'll find another snippet of advice right here.

ALTERNATIVE

Obviously not every game will be to your taste, so if there is a title that might be of interest instead, it'll be outlined right here for you to think about.

BOX OUTS

If you want the finest information on what the game's all about or hot tips on some of the tougher bits, the wide selection of box outs are ideal for you.

RESIDENT EVIL

54 Nastier than *Eternal Darkness*? Two spintangling adventures into terror in one month. The competition with *Eternal Darkness* for the horror crown starts now and *CUBE* helps you spend your dollars on the right fright-fest.

ZOOCUBE

76 An innovative puzzler featuring all kinds of animals, an evil scientist and some bizarre experiments... are you sure no creatures were harmed by being 'cubed' in the making of this game? Quick – someone call the RSCPA!

REDCARD

78 Like soccer? Like violence? Then you might just like *RedCard* – it's not exactly *SEGA Soccer Slam*, but if you're looking for a reasonable PS2 port of a pretty nutty sports game... well, then here's what you want.

JEREMY MCGRATH SUPERCROSS WORLD

80 Hey, here's an idea – let's take loads of really good concepts about motocross, shove them all together in a game and then make it just about unplayable because of some really ropery controls! Nice one, Acclaim.

CAPCOM VS SNK 2: EO

82 Finally... a decent proper beat-'em-up on a Nintendo console (and no, *Smash Bros* doesn't really count). After what seems like ages of waiting, Capcom has brought every fighting fan exactly what they need...

THE BREAKDOWN

Sure, every game gets a rating but do they really mean anything? Of course they do – here's a detailed look at what we're saying in those all-important numbers...

RATING
90 ↑

9.0 OR ABOVE

Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals – give us a bit of credibility here, OK?

RATING
75 ↑

7.5 > 8.9

Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while.

RATING
50 ↑

5.0 > 7.4

Yep, it's that tricky middle ground that a lot of games walk; with 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing...

RATING
25 ↑

2.5 > 4.9

If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

RATING
00 ↑

0.0 > 2.4

It's a sad fact that we have to review games this far down the scale, but believe us – it's for your own good. Otherwise, you might actually go out and buy one of them... shame on you!

Night Of The Living Dead

CUBE

INFORMATION

RESIDENT EVIL

PUBLISHER: CAPCOM

DEVELOPER: IN-HOUSE

PRICE: \$99.99

ORIGIN: JAPAN

PLAYERS: 1

MEMORY: 6 BLOCKS

STATS

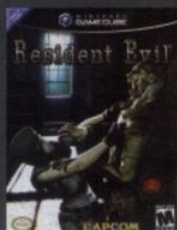
■ HAIR-RAISING ACTION

■ STUNNING GRAPHICS

■ GRUESOME ENEMIES

■ ALL-NEW AREAS AND PUZZLES

RELEASE DATES



"DO YOU THINK YOU KNOW WHAT FEAR IS? YOU HAVE NO IDEA UNTIL YOU'VE PLAYED THIS GAME..."

RESIDENT EVIL



Ever had chunks of flesh dropping from your rotting corpse? Shame...

YOU CAN ARGUE

that Sony diluted the videogames market with the PlayStation brand – heralding the birth of 'casual' gamers, graphics over gameplay and the 10:1 ratio of pap to quality don't help the defence; but you can't deny that the polygon-driven console was responsible for a new slew of genre possibilities. *Resident Evil* was one of these. Yes, *Alone In The Dark* came first but RE rewrote the third-person adventure script. The series may have gone downhill since the original, but that doesn't matter – it's the original game that Capcom has decided to revive for the GameCube.

Hang on – why should we be happy that an aging adventure game is coming to our system? Well, technically it isn't, it's just the general story. Minami-san and his team has gone completely over the top and rewritten the entire game. New plot, new puzzles, new rooms, new enemies... the result is arguably the best-looking game on the GC. So yes, you we're happy Capcom is bringing us *Resident Evil*, and even happier than *RE 0*, *2*, *3*, *Code: Veronica* and *4* are in the works exclusively for GameCube.

Do you think you know what fear is? You've no idea 'til you've played this. Sofas at the ready – we're going in!

EVIL COMES FROM SHOOTING CABBAGES.

FOR YOUR EYES ONLY

STARE INTO THE FACE OF EVIL

Capcom has managed to come up with unbelievably real main characters and enemies. Even the smallest detail, ie badges, straps and embroidery is modelled in full 3D. We doubt that we'll ever see anything more advanced than this on GameCube. The scariest part has to be the eyes. When Barry, Jill or Chris look around you can see their eyes moving in their sockets. It's decidedly unnerving. Some of the enemies have also been bump-mapped to give them a scaly, manky look. You can almost smell their stench just by looking at them.



⤴ Erm, I hate to say it but you're looking a bit clammy there, babes. Try pampering yourself with a bit of a shower...

HIT ME WITH THOSE LASER BEAMS: Completing the game under certain conditions will earn you special weapons such as this Laser Gun. Toasty!



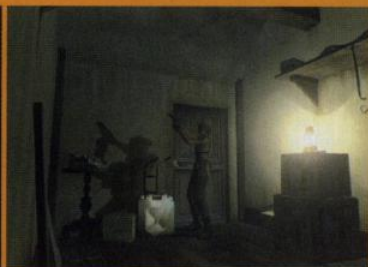
YOU WHAT?

PUZZLING STUFF

The puzzles in *RE* haven't become any more innovative over the years and consist of things like hitting switches in the right order or finding items to fit into slots.



⤴ "Carried away by a moonlight shadow, shadow!"



LEAVE A LIGHT ON FOR ME

DEEP INTO THAT DARKNESS PEERING, LONG I STOOD THERE WONDERING, FEARING...

The lighting in *Resident Evil* is amazing. Standing in a darkened corridor being able to see nothing is disconcerting to say the least. All of a sudden lightning will flash outside and the room will be flooded with light for a split second enabling you to see the silent zombie in the corner.

All of the candles cast their own, dancing shadows – indeed, some of the puzzles involve lighting them so that you can search a room. You'll even want to swap your gun for a torch...





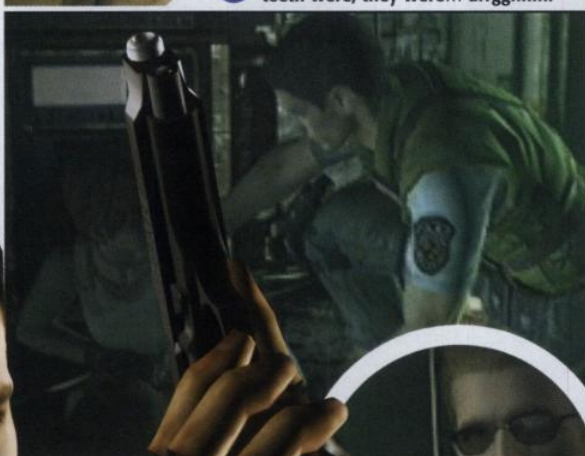
DRAMA QUEENS

CONVINCING PERFORMANCES FROM THE CAST

Any fan of the original will tell you how disjointed and cheesy the original script was and you'll be pleased to hear that the entire thing has been re-written and re-recorded. There's still a faint whiff of fromage in there, but it's miles better than it used to be. The characters' lips now synch up well with the voices and the whole thing is so much more believable than it was before. There is also a fair bit more body expression to go with the script, which makes a change coming from the standard 'raise your arm and point occasionally' school of acting.



"There was this man, and, and his teeth were, they were... arrgghh!!!"



"NOT ONE OF THE CUBE TEAM WILL PLAY THIS ON THEIR OWN, IN THE DARK - WE JUST CAN'T DO IT!"

COMMENT

For those of you who are new to the land of Survival Horror, *Resident Evil* is a third-person adventure set in a seemingly deserted mansion. Assuming the role of a member of the elite S.T.A.R.S. police force, you have to figure out what the hell is going on in Raccoon City. You soon

discover that the bizarre murders of recent weeks are down to some sort of genetic mutation, which brings the dead back to life. There you go, storyline in a nutshell! It's very difficult to recreate fear. The emotion shares a borderline with hilarity but *Resident Evil* manages to stay well away from the latter. Looking back it's hard to imagine why we were so scared by what now looks like a very rough game. Thank goodness then that the GameCube version has suitably upgraded graphics. Despite looking real, most of the backdrops, walls and items are 2D pre-rendered backdrops. This

BURN BABY BURN!

ZOMBIE INFERNO

Minami-san's team obviously decided that the original was a little easy in the early stages of the game, so they added a little distraction. Previously downed zombies would stay down if you shot them enough times. This time though, there are only three ways of keeping the zombies down. You can either pop their heads off with a close-range shot from the shotgun (or larger weapon), stamp on their heads (if they grab your leg) or you can incinerate them. If you finish a zombie without applying these three methods the said foe will soon return in Crimson form. Four times as fast and sporting foot-long talons, these guys will sprint after you. There is nothing scarier in this world.



has allowed the developers to concentrate a huge chunk of the polygon count to the characters and enemies, hence the reason why the quality of Jill, Chris and Rebecca probably won't be bettered on the GameCube for a long time. Everything in the game is so real. Texture distortions have been used to fool you into thinking that water is flowing and grass is blowing in the wind. The developers have been so clever with the lighting and the result is an environment that looks like it has been modelled in full 3D. Aside from the graphics there is another significant aspect to the fear factor - the feeling of the unknown. With the original you had no idea what was around every corner. How can the remake possibly scare you if you know what's coming. The answer is that you won't know what's coming. Capcom has very



"HERE BOY"

CANINE FUN

A brand new intro movie has been made to replace the live action footage from the original. Eeeuuwww, could those dogs drip any more than they are right now?



DROP 'EM! Your inventory space is limited, so you may have to store items in chests in order to pick up extra ammo etc.



Cameras are placed for heightened fear factor. What the hell was that?

DÉJA VU?

BEEN HERE BEFORE SON? IT'S DOUBTFUL

Some of the areas in the mansion have been kept for the remake but as well as additional rooms there are some areas that are completely new. A graveyard, a woodland path, new balconies – even the standard puzzles have been changed and the rewards swapped so that you have no idea what to expect next even if you're familiar with the series. It's in these new areas that the team has really gone to town on the graphics, using reflection effects on the water and distortion effects for the swaying grass.



Fallen zombies are just asking to have their heads caved in. He-he!



cleverly redesigned the game so that there are very few incidences that are identical to the first game. We won't mention the changes here because that would just ruin it for you. We want you to dump your load just like we did. Suffice to say this may as well be a completely different game.

The percentage of the game made up of completely new areas is massive. Naturally there are puzzles to go with these areas. But what of the enemies? If you've played the original you'll already know that the Hunters are the top dogs, right? He-he, don't fool yourselves – there are brand new enemies in the depths of Umbrella's lair and they will paralyse you with fear.

There are some people out there who will not be able to play *RE*. We kid you not – not one of the **CUBE** team will play this

on their own, in the dark. We just can't do it. Even when we're surrounded with certain safety and with the light switch within whacking distance, the bravest of warriors will still find this a most challenging task. Gulp!

You could always argue that the PlayStation control scheme drags the game back to the 32-bit days, but we think that it adds to the tension. Turning 90° only takes half a second but it will be the longest half-second of your life when you hear a Crimson Zombie legging it down the corridor.

You MUST experience *Resident Evil*. Swoon at the graphics, cringe at the gore and prepare your nerves for the ride of their lives. *RE* is not recommended for folks of a nervous disposition but if you love games and love your GameCube, you owe it to yourself to have this game.

CHANDRA

CUBE VERDICT RESIDENT EVIL

ITCHY, SCRATCHY... MUST, CHEW, ARMS OFF... MMMM...



VISUALS

A glorious cocktail of mouldy textures, dripping corpses and lighting... ooohh, the lighting...



AUDIO

Goes bump in the night. Bowel-churningly sinister squelches, screams and orchestral scores.



GAMEPLAY

At times you'll switch the game off with fear but five minutes later you'll be straight back!



LIFESPAN

First time, it'll last you 15-20 hours. Each character has their own story too for even more gaming.



ORIGINALITY

Hardly original but who cares? We're not looking for originality – we just want to be scared witless.

ALTERNATIVE

An adventure that will drive you utterly insane. Compelling and spine-tingling, but in a totally different way to *RE*.



ETERNAL DARKNESS

Format: GameCube Reviewed: This Issue **CUBE** Rating: 9.5

2ND OPINION

UUUHHHHH! "Not thinking of getting this? Then you're obviously a bit mental. If there's any justice in the world, this'll shift a ton of GameCubes all by itself. Go to the shops, NOW!"

MARTIN

FINAL SCORE

9.5

THE FIRST 'MUST HAVE' PAL GC TITLE SINCE ROGUE LEADER. YOU OWE IT TO YOURSELF TO HAVE THIS GAME.

Good evening, Mr Bond

CUBE

INFORMATION

AGENT UNDER FIRE

PUBLISHER: EA GAMES

DEVELOPER: IN-HOUSE

PRICE: \$99.99

ORIGIN: US

PLAYERS: 1-4

MEMORY: 3 BLOCKS

STATS

■ THE RETURN OF JAMES BOND

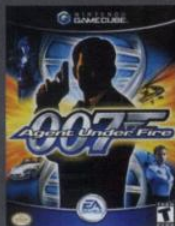
■ ORIGINAL PLOT AND CHARACTERS

■ 12 STAGES OF ACTION

■ FOUR-PLAYER SPLIT-SCREEN

RELEASE DATES

 NOW
  TBA
  OUT NOW



SOUND THE ALARM!

Watch out for guards that aren't shooting you... if there's an alarm switch nearby, they'll set it off and send a whole bunch of enemies heading your way.

JAMES BOND AGENT U

The GameCube plays host to the man with a licence to kill – but it looks like he forgot to bring it with him

STEPPING INTO THE

well-heeled shoes of one of cinema's most enduring heroes is always going to evoke certain thoughts. Of course, the very idea of being the world's most popular spy is, and will continue to be, a somewhat exciting prospect – but perhaps more pertinent in any gamer's minds is the prospect/hope that the game will capture the spirit of Rare's superfluous *GoldenEye*. Consequently, any subsequent Bond game is both anticipated highly and (more usually) criticised harshly for failing to live up to the ridiculously high expectations set by a game that was largely responsible for shifting N64s into homes the world over.

Now that the Bond mantle has been passed to EA (quite why Nintendo ever let that one go is something of a mystery) and now that EA has heartily committed itself to ensuring that every game it releases makes it to the GameCube, we can rest easy; safe in the knowledge that

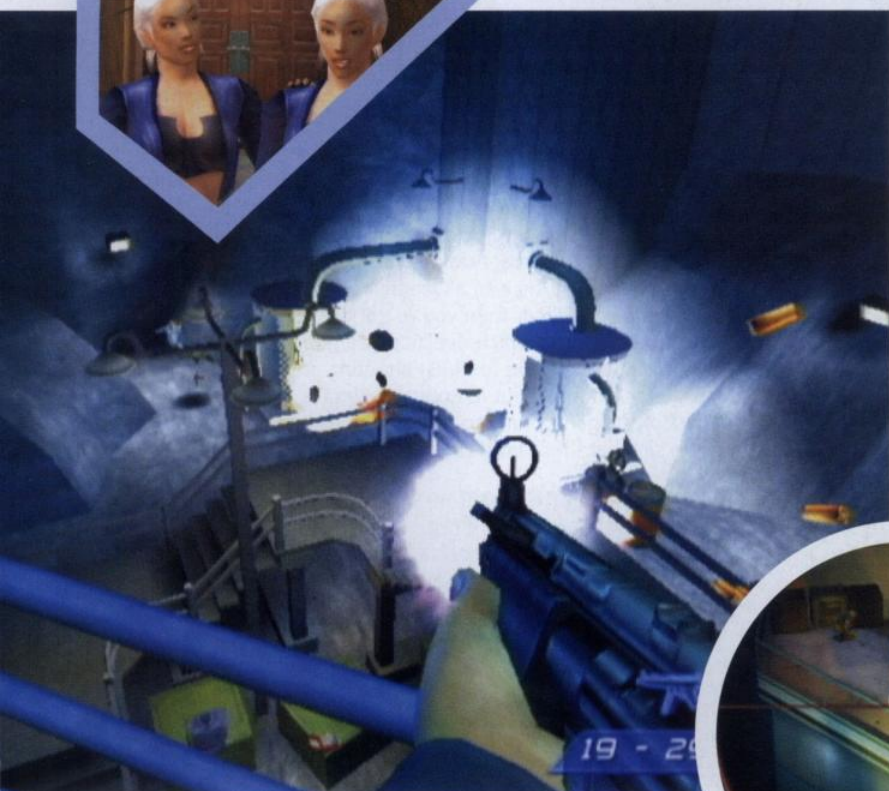
MMM, LADIES: True to the Bond legacy, *Agent Under Fire* has plenty of attractive ladies to look at... but most of them are out to get you. Bugger.



THINK BEFORE YOU SHOOT

JUST BECAUSE YOU HAVE THE LICENSE...

As the saying goes, there's more than one way to skin a cat... or, in this case, to take out a guard. Just because you've got a massive array of firepower in the form of handguns, rifles and even rocket launchers, doesn't mean you have to use them – after all, this is James Bond we're talking about. The most obvious example is only really an option if you take the time to examine your surroundings... if you're up against a whole squad of guards at once, you'll probably find a quicker way of taking them all out (such as blowing up explosive canisters or hitting steam pipes). If you really want to save ammunition though, you're better off sticking to your spy skills and using those lovely Q gadgets; why bother shooting when you can just drop a box full of explosives using your Q Remote? Other missions call for less fatal means of action – if you're trying to break into a building where the guards are all on your side, for example, you'll have to try to render them unconscious without actually doing any real damage. It's not just about steaming in with all guns blazing, you know...



007 IN: UNDER FIRE

we'll be able to enjoy James Bond's exploits for many years to come (including the videogame version of *Die Another Day*, which is James Bond's next cinematic outing). For now though, we'll have to sit back and enjoy a homogenised Bond game, not directly influenced by any film but drawing influence from them all. So it's cue the girls, the guns, the DB5, Q-gadgets, witty one-liners, bad guys and henchmen aplenty. With a multiplayer game thrown for good measure, you have one seriously enticing cocktail and the very first shooter on the GameCube.



A SPY LIKE NO OTHER

Being a Bond-licensed game (and a first-person shoot-'em-up as well), there are a number of things that you'd expect the game to contain – in this sense, *Agent Under Fire* manages to satisfy even the most hardened Bond fan. Evil villains hellbent on world domination? Check. Dry, witty comments from everyone's favourite secret agent? Check. Beautiful ladies? Most definitely check... although the fact that they're not real means it isn't quite the same. The best Bond element though is the ability to perform specific Bond moves – as any fan will tell you, James Bond does things with more style than the average spy. Why use doors when you can grapple across rooftops, shoot individual enemies when you can blow them all up at once or stick to the road when you can use ramps to fly through the air? Exactly... things like this are what the Bond series is all about, so the fact that EA bothered to include them in the game is certainly a plus point in our books.





DRIVE ME CRAZY

Tired of the same old running around on foot, blasting anything that moves with your weapons? Well, don't fret – on top of all the first-person shoot-'em-up action, *Agent Under Fire* also offers several driving stages where you take to the streets in a variety of vehicles. What's interesting is that these stages are split into two distinct styles. First off, you've got the free-driving sections where you can race down roads and through alleyways as you attempt to head off your enemies at the pass. Armed with a number of gadgets like the Q Slick and Q Pulse, as well as plenty of weapons, these are fast paced and action filled. Then you've got the on-rails levels where you don't actually control which direction you go – however, this doesn't really matter as you'll be too busy shooting at enemy cars, trucks and helicopters to think about it. Both styles make a nice change from the rest of the game... in fact, if we were to be honest then we'd have to say that these levels are actually where we had the most fun.

INSPECTOR GADGET

Yes, so *Agent Under Fire* concentrates more on the 'killing lots of enemies with guns' side of the *James Bond* series rather than the stealth/spy bit, but that doesn't mean EA has left out all of the things that Bond is famous for.

Take the spectacular range of gadgets that Q has built into your mobile phone, for example – you'll be needing every single one of them at some point, so knowing exactly what you've got to hand is an essential skill...

THE Q LASER

Emitting a short-range laser burst with a tremendous concentration of energy, the Q Laser is perfect for people who've lost their keys and need to cut through locks in a hurry.

THE Q CLAW

A high-tensile filament built into your phone allows you to use the Q Claw like a grappling hook. Once you've found a suitable surface to which it can attach itself, you'll be flying...

THE Q REMOTE

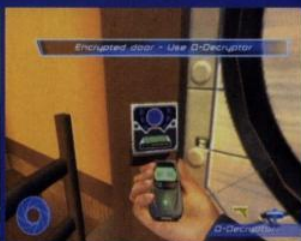
This allows you to download operator programs for a number of mechanical devices – electronic doors, cranes and even jet engines can all be operated with it.

THE Q DECRYPTOR

If hacking into electronic equipment is more your thing, then this is ideal; you can use the Q Decryptor to de-scramble encrypted door codes and download important data.

THE Q JET

Okay, so this isn't built into your phone but it's useful all the same – using concentrated jet fuel, you can boost up to ledges and other areas that were previously out of reach.



COMMENT

Let's get this out of the way – *Agent Under Fire* is not *GoldenEye*. EA might want you to believe this and, as gamers, we might also hope that it is... but it's not. Expecting any first-person shooter to eclipse *GoldenEye* would be something of a tall order, not because it was such a technically brilliant game that nothing will ever better it (after all, we expect the GameCube to deliver even better games than the N64, don't we?) but rather that few games will ever have the same impact as Rare's shooter. It was released at a time when such games were not as commonplace as today and, as such, *GoldenEye* redefined the genre and further proved the power of the N64 – it also happened to be a pretty fantastic piece of software. Therefore, *Agent Under Fire* should be rated upon its merits as a shooter rather than any direct successor to *GoldenEye*.

Thankfully there's much to praise, EA has done a fantastic job of realising the

Bondian experience, from the musical score to the hackneyed plot that evokes the spirit of the movies to a tee. Best of all is the fact that of the three different versions available (PS2, Xbox and GameCube), our version is best; it's certainly the smoothest-running version of the three, and graphically it outperforms Sony's version seemingly with ease. So a big hurrah for EA! Also pleasing is the way the levels are constructed; there's certainly enough variety in the game to keep you occupied – from zipping around Bucharest in a tank to taking control of an Aston Martin DB5 to enjoying a spot of on-the-rails shooting interspersed with the more familiar fps elements. Oddly enough, it's the driving and on-rails sections that impress more than the rest of the game. The classic Bond vehicles on offer – which handle pretty impressively – coupled with the pure adrenaline rush of simple blasting actually make this game of note.



There are times when you simply have to use a little brute force to get your own way...



"THIS IS A MIXED BAG - SOME INSPIRED SHOOTING AND DRIVING LEVELS MARRED BY LACKLUSTRE FPS SECTIONS"

Unfortunately, the polish applied to these sections is not in evidence in the fps sections of the game. Here the Bond licence has been used to bolster a weak game rather than compliment it. Assuming the role of Bond here means simply moving from point A to point B with exposition scenes breaking up the action (somewhat irritatingly at times) and 'helpful' hints that guide players in a motherly/fatherly way depending upon whether it's Q or M speaking to you. It's pretty much by-the-numbers and though there are times to beat and medals to acquire, the fps sections lack a certain 'oomph' that would normally bring us back, determined to find every secret contained within the game.

Likewise, the multiplayer game feels bolted on as if it were an afterthought. The levels are pretty simply constructed with only four players (bots or humans) being

able to participate at any one time. It serves as a distraction whereas in *GoldenEye* (and, more notably, *Perfect Dark*) the multiplayer game felt like a completely different game in itself - it is doubtful that *Agent Under Fire* will be remembered or played in the future because of its multiplayer game and **CUBE** remains hopeful that *Turok Evolution* and *Die Hard: Vendetta* deliver this much-needed gaming experience in a more competent way in the future.

So, it's a mixed bag then - some great shooting and driving levels marred by the lacklustre fps sections. As it's the only first-person shooter currently available and it has the Bond licence, it will doubtless sell by the shed load, but those of you expecting either *GoldenEye* or anything approaching the definitive GC shooter are going to be sorely disappointed.

SIMON

THE MORE, THE MERRIER

Of course, the thing that everyone wants from a first-person shoot-'em-up these days isn't just a single-player experience - like *GoldenEye* on the N64 demonstrated, you also need a top-of-the-line multiplayer game as well. Luckily, *Agent Under Fire* provides just the opportunity you're looking for... although whether it's as good as you might hope for is subject to opinion. Sure, it's got everything that a good multiplayer shoot-'em-up should have - lots of weapons, plenty of stages and a wide selection of characters - but when it actually comes down to the execution of it all... well, something seems to be missing. We can't quite put our fingers on exactly what it is (although the slightly poor level design and odd selection of addition match styles could go some way to explaining it) but one thing is for sure - it's not better than *GoldenEye*. It's a hackneyed comparison and one that might seem a little out of date to some people, but it's still a valid one... until someone actually comes up with something better, we'll continue to do it all the same.



MEDAL OF HONOUR

If you do particularly well in a level, you'll be presented with a special 007 medal - earn a gold one and you can unlock some rather nice features and cheats.

Congratulations! You have earned the Gold Medal for your performance. You have unlocked the Gold Medal.

CONTINUE

CUBE VERDICT

AGENT UNDER FIRE

NOT THE GAME WE WERE HOPING FOR



VISUALS

Nice, crisp visuals, which begin to hint at what the GC is capable of.



AUDIO

That tune coupled with some excellent Bondesque tunes engender the right atmosphere.



GAMEPLAY

Pretty generic as far as fps go - there's not much here we haven't seen before.



LIFESPAN

Plenty to do - but only while you wait for other first-person shooters to arrive on the GC.



ORIGINALITY

Hasn't everything here been done before by someone else? Yes. Er...

ALTERNATIVE

The game that still stands head and shoulders above the rest of the console-based first-person shoot-'em-ups out there.



GOLDENEYE

Format: N64

Reviewed: N/A

CUBE Rating: 9.7

2ND OPINION

OH WELL... "It's not exactly a terrible game but considering we've been spoilt for so many years, it's strange that EA hasn't been able to come up with something better than *GoldenEye*."

MARTIN

FINAL SCORE

6-4

NOT TOO BAD, BUT CERTAINLY NOT THE GAME THAT MR BOND DESERVES - A REAL DISAPPOINTMENT.

The darkness
comes...

**CUBE
STAR
GAME**

CUBE

⊕ INFORMATION

ETERNAL DARKNESS

PUBLISHER: NINTENDO

DEVELOPER: SILICON KNIGHTS

PRICE: \$19.99

ORIGIN: CANADA

PLAYERS: 1

MEMORY: 15 BLOCKS

⊕ STATS

■ MATURE CONTENT

■ GREAT INSANITY EFFECTS

■ ORIGINAL MAGIC SYSTEM

■ 12 DIFFERENT CHARACTERS

RELEASE DATES



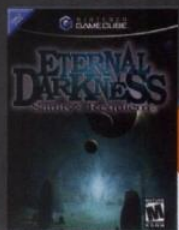
25 OCT



TBA



OUT NOW



"Deep into that
darkness peering,
long I stood there
wondering,
fearing, doubting,
dreaming dreams
no mortals ever
dared to dream..."

EVERY NOW AND

then a videogame
comes along that

utterly compels you. All of your thoughts are
focused on that game – you are completely
immersed in a fictional world and absolutely
have to find out what lies around the next
corner. Personal commitments are put on hold,
food comes by conveyor belt and the colostomy bag
gets dusted off. *Mario 64* was one of these games.
Castlevania IV and *Final Fantasy VI* were others, but
now the GameCube has its very own.

Eternal Darkness: Sanity's Requiem is like no other
game that has gone before it. Rarely has a game had
such an engrossing storyline, and like a good book you'll
be lapping up every second of it. Silicon Knights has been
working on this title for years. Originally developed as an
N64 title, *ED* runs riot with the unexplored realms of the
subconscious, dabbles in dreamland and weaves an
intricate story spanning 2,000 years that sees an ancient
race manipulating humanity like a puppet show.

It's a shame that Nintendo has only seen it fit to
release a handful of grainy screenshots of this game. As
a direct consequence, *ED* arrives on the shelves with a
very low anticipation rating and only those of us who
have actually spent quality time with early versions at
E3 2001 and 2002 (the **CUBE** team being a few of
the lucky ones) know what wonders to expect. Maybe
Nintendo doesn't have faith in the game... maybe it's
worried about the implications of the extremely mature-
themed gameplay? The latter seems likely...

19TH CENTURY POET WHO KEPT A PET RAVEN

Now, if I try to take the book, the big hand is going to grab me isn't it? I'm scared now...



GHOULIES: Ghosts will help you if you're going astray. The occasional hint and tip is quite welcome but they seem to be in the habit of creeping up behind you.



We have beards and we're not afraid to use them!



ETERNAL DARKNESS: SANITY'S REQUIEM



"RUNS RIOT WITH THE UNEXPLORED REALMS OF THE SUBCONSCIOUS AND DABBLES IN DREAMLAND"

THIS... CAN'T... BE HAPPENING!

The feature that makes *Eternal Darkness* stand out is the Sanity Meter. This meter represents how much of a grip you have on reality and a low Sanity level will see you sinking into the depths of despair and delusion. Whenever you come across an enemy you will freak out and you will lose some sanity. The only way to build your levels back up is to assure yourself that you are in control, ie by killing an enemy. After an enemy has been knocked to the ground you can choose to administer a finishing blow (the move is swift and slightly different for each character) at which point you will regain the sanity that you lost. If you choose to leave an enemy your sanity level will remain as it is. Once your sanity level is at zero you will flash red and your lessening grip on reality will start to affect your physical health.

If your sanity gets too low all manner of strange things will happen. You'll hear people screaming, babies crying and your character will start to mumble to him/herself. We don't want to ruin it for you so we'll only let you in on a few of the sanity effects. For example, you will enter a room and parts of your body will drop off as if you're being attacked by an unseen foe. Eventually your head will drop off and you'll collapse, at which point the screen will flash white and you will find yourself outside the room again. You see, you never actually entered the room at all. Others include a volume gauge appearing on your TV and rooms full of tiny boss characters. There are even a few that you won't realise are sanity effects – you will actually believe that there is something wrong with the game.



YOU IS UGLY!

CRAZED FOOL...

Pious Augustus is a Roman Centurian who unwittingly stumbles across the Ancients' plans. He gets possessed and ends up as an ugly git for 2,000 years. Yeah, cheers for that.





IT'S MAGIC, BUT NOT AS WE KNOW IT

If you look into the research behind *ED* you'll find that the art of magic and sorcery was actually referred to as 'Magick.' Thus, this is the way that magic is spelled throughout the game. In order to obtain the ability to cast spells you must first find the Tome Of Eternal Darkness, a book which contains the experiences of the chosen ones over the generations. The magick system works by collecting Runes. These are normally held by enemies but in order to use them you will need to find the relevant Codex (a slab of rock engraved with translations). The translated Runes must then be attached to a Circle Of Power to learn the spell. Spells can then be allocated to directions on the GameCube's D-pad for quick use. Each time you cast a spell, the voice of your chosen allegiance will announce the Runes that you are using in an ominous tone. That should scare your enemies!



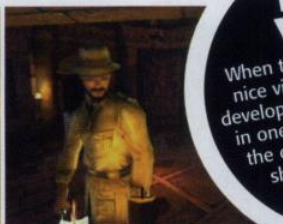
Why do the scary games always take place at night? Don't people ever explore during the day?



OOH! AAA!

NICE VIEW

When there is a particularly nice view in the game, the developers allow you to stand in one position and control the camera yourself. It's a show off thing really, but it's nice all the same.



Tap the B button to finish off an enemy. It's the only way to be sure and the only way to stay sane.



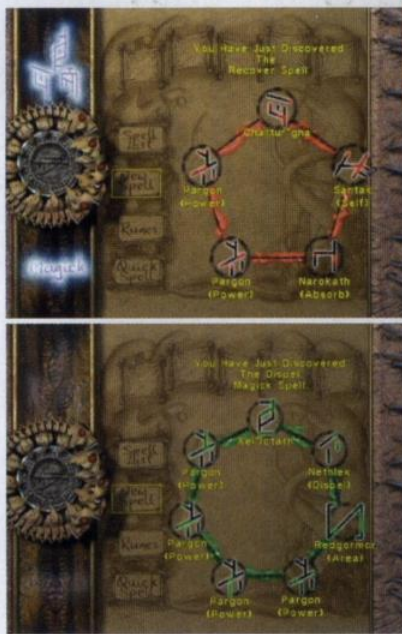
The real-time lighting and shadows are easily up there with *Resident Evil*.



SEAL OF APPROVAL

There are four Ancients (ultimate beings) in *ED* and near the beginning of the game Pious Augustus has to pledge his allegiance to one of them. His choice will affect the rest of the game – the difficulty, magickal persuasion and cut scenes will be different depending on which way he goes. The magick in the game is based around the Essences Of The Ancients and every spell has a slightly different version. There is a hierarchy of power in the Ancients; Ulyaoth fears Xel'lotath and Xel'lotath fears Chatur'gha but Chatur'gha in turn fears Ulyaoth. The ultimate Ancient is Mantarak but Pious never gets the chance to choose it.

As you get further into the game you will come across magickal seals. These powerful barriers often protect entrances and valuable items. The hierarchy of power can be used to negate these seals, eg a Xel'lotath Dispel-Magick spell will break an Ulyaoth barrier. Then there are the Circles Of Power. The first Circle Of Power only has three slots on it but as you progress you will find a five-slot and a seven-slot version. These extra slots can be filled with Pargon (power) Runes, thus powering up your spell. You'll need to use the correct strength of spell to break some barriers and the stronger the spell the more magickal power it will sap. Your Magick Meter replenishes itself as you walk around.



BOOBIES! You can summon enemies and force them to go into booby-trapped areas for you, thus setting off the trap and leaving it safe for you to pass through. Ha!



“YOUR CHARACTER’S EYES FOLLOW ITEMS/ENEMIES SO THAT EVEN WHEN THEY ARE OFF SCREEN YOU’LL KNOW EXACTLY WHERE THEY ARE”



Things look a lot better with a bit of candlelight – just like a romantic dinner...



BUMP IN THE NIGHT

YOUR TURN TO GO DOWNSTAIRS!

Running in 24-bit colour at 60 frames per second with a whole host of effects is a pretty impressive feat, but despite being able to boast this, *ED* doesn't always look great. The reason is because in many situations the camera will pan out and you don't get to see the gorgeous detail that covers everything in the room. Every time period has been painstakingly researched so that the clothing, furniture, stone-type and even speech is chronologically correct. On top of that, the textures are amazing and in many areas bump-mapping has been used to bring everything to life. It's not until you pick up a torch that the graphics really come into their own. Walking through previously dingy rooms with a torch reveals amazing patterns complete with dancing shadows. The walls of the temples look like you can reach out and touch them, and in some places *ED* manages to look better than *Resident Evil* even though it's drawing everything in full 3D!

Other effects used include ray-traced lighting that comes streaming in through the windows and volumetric fog that rolls along the floor filling the space in which it's enclosed.

ANCIENT FISTICUFFS

ED could have so easily fallen flat on its face had the control system been dodgy – thankfully this isn't the case and the controls feel almost natural. The analogue stick moves your character in the direction you're pushing, allowing you to go from an agonisingly slow tiptoe right through to a fast walk. L allows your character to run but after a short time you will start to pant. This is a warning that your character is tiring and if you continue to run your character will become worn out, resulting in you moving very slowly for a few seconds. The R button allows you to stand your ground and target enemies. With the R button held down, a section of the enemy (normally the midriff) will be highlighted. You can then press a direction with the analogue stick to choose a part of the body. Every enemy has a certain weakness and this targeting allows you to either take out your enemy in one swipe or play with them for a while. For example, the zombies won't chase you if you take their heads off – they'll simply swipe at you, but it's even funnier to take both its arms off and watch it walk around the room.



Core, that's got to give you indigestion problems, hasn't it? Here, let me help you...



ANGEL EYES

WE'RE IN IT!

It appears as if Chandra really has an influence on games designers when he interviews them. Check out this beautiful Persian princess whose name is... Chandra!

Once paranoia sets in, you may as well give up. They're everywhere!

COMMENT

The first five minutes of *Eternal Darkness* are disappointing. After showing so much promise, both graphically and in terms of innovation. The game starts off in a pitch-black room with zombies everywhere. At this point you won't know what any of the buttons do and will probably get munched, but as you soon find out this is only a dream. After hearing of her grandfather's death, Alexandra gets to explore the deserted mansion. Anyone watching these opening minutes will immediately think "Oh, it's *Resident Evil*, only it looks a bit rubbish." The fact that Alex can choose to look at paintings and vases, and pick up items, which get stashed in her inventory only add fuel to the cynical fire. About ten minutes in though, the game changes. The real story kicks off and you get thrown back to 26 BC where the wheels of evil are beginning to turn. From here on in the action is mesmerising. It's difficult to break *ED*'s magical formula down into reasons why it's so good. The entire package is perfect gaming material. It all gels so well. Can't you just take our word for it? No, suppose not.

Eternal Darkness takes the form of a third-person adventure, and despite having zombies and a

mansion in it the game is nothing like *Resident Evil*. For starters, we'd say that 99% of the graphics are modelled in full 3D as opposed to *Resident Evil*'s 2D, pre-rendered backdrops. Every item in every room is 3D, meaning that the camera can pan around to its heart's content while keeping everything in perspective. The camera angles change and pan automatically – however, as if to emphasise the full 3D aspect, the developers have included controllable cameras in the particularly impressive areas, just so that you can take in the view.

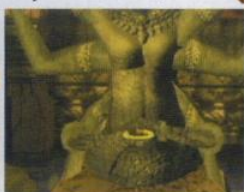
We did initially worry that the sheer number of different characters in the game would lead to a disjointed story but Silicon Knights has managed to balance it well. All the characters are based on the one control method, but each have their own strengths and weaknesses, which you'll need to adapt to. These differences will directly affect your battle tactics and thus will determine your sanity. Again, each character deals with insanity differently but all them will babble incoherently and eventually end up screaming their heads off. The Sanity Meter is a fantastic addition but we admit that we were cynical about it to start with. How exactly do you keep a gamer guessing between

"EACH CHARACTER DEALS WITH INSANITY DIFFERENTLY BUT ALL OF 'EM BABBLE INCOHERENTLY AND END UP SCREAMING"

RAY OF LIGHT: Really nice lighting, none better than the ray-traced lighting that streams in through the windows. There's no better way of creating a spooky atmosphere.



⬆ The ghoul renders you helpless while it sucks your brains out. Just like a job in an office, then.



what's real and what's not? *ED* shows you how. You really will get drawn in and yes, you'll start to think you're going mad. A significant chunk of this illusion can be attributed to the outstanding audio FX and musical score. *ED* is presented in Dolby Pro Logic II meaning that anyone with standard stereo speakers (erm, that'll be everyone then) can experience the game in surround sound. This results in torches popping, birds singing and enemies howling all around you. Your character responds to this by looking in the direction of sudden noises and their heads follow the location so that even when items/enemies are off screen you'll know exactly where they are.

The musical score is perfectly researched – every different time period uses musical styles and instruments from that specific era and exact part of the world. For example, the Cambodia level uses classic percussion and panpipes whereas the Oublie Cathedral has monks chanting in the background. The music is also expertly composed and implemented. Some of the scores actually stop playing for a few seconds, and the atmosphere gets so intense at times that you will welcome these silent periods and use them to calm yourself.

It's very hard to find fault with *ED* but it does have its problems if you look hard enough. Occasionally you'll enter a large room full of zombies and the camera will pan out so that you can see all of the enemies, whereas it would have been useful to have the camera zoomed in a little more so that you can actually see how close the enemies are. For the most part though the cameras are well implemented. Another problem lies with the second half of one of the latter levels. In an attempt to blow the Ancient City apart you must run back and forth through the level to activate nine Runes. After being so captivated by the rest of the game it's hard to believe that the same people came up with this mind-numbingly tedious task. Still it's such a small part of the game that we'll overlook it.

All adventure game fans take note; you need this game. If you want to experience something a bit different and something that will genuinely chill you to the bone, take note; you need this game. *Eternal Darkness* takes adventuring and horror to levels that *Tomb Raider* and *Resident Evil* will never reach. The words 'must,' 'buy' and 'now' come to mind. Now if only we could get the blood-curdling screams out of our heads...

CHANDRA

TRICKY STUFF

Some parts of the game are impossible unless you solve the appropriate puzzles – whereas some are simply a case of finding a key, others are more complex. Towards the end of the game you will come across a ghostly enemy that is attacking servants in the old mansion. Every time you damage it the ghoul retreats into the basement and recharges using a magickal pillar. The puzzle sees you first finding the two pieces of the Basement Key. The ghoul must be challenged in order to make it knock over the vase containing the top half and challenged again to make it drop the lower half. An Enchant spell can be used to fix the key. Now you can venture into the basement, but however many times you defeat the ghoul it will simply recharge and come back at you. The solution is to go back upstairs and summon a Horror monster. This 12-foot tall monstrosity can be sent downstairs and with one swipe will destroy the magickal pillar, thereby solving your problem.



⬆ The advanced Summon spell gives you full control of a Horror. Nice.

CUBE VERDICT

ETERNAL DARKNESS

➡ EASILY THE BEST GAMECUBE ADVENTURE SO FAR!



VISUALS

Jaw-dropping in places and plain nice in others. Bump-mapping has to be seen to be believed!



AUDIO

Spine-tingling screams, baby wails, haunting chants and music that perfectly suits each level.



GAMEPLAY

Simple but effective controls allow fluid gameplay and the storyline will keep you utterly transfixed.



LIFESPAN

At 15-20 hours *ED* is bigger than *Biohazard* and that's just completing one magickal allegiance.



ORIGINALITY

Totally original and enthralling story, the Sanity Meter and 2,000 years' worth of characters.

ALTERNATIVE

Now the US version is available you can enjoy this Survival Horror to the fullest. It's always nice to know what's happening!

BIOHAZARD

Format: GameCube Reviewed: N/A



CUBE Rating: 9.5

2ND OPINION

INSANE! "Ignore the inevitable comparisons to *Resident Evil*... this is one scary mofo of a game. Turn the lights down and the volume up, then prepare to be scared witless... Argh!"

MARTIN

FINAL SCORE

9.5

AN ARCANIC MAGIC-MEDDLING ADVENTURE THAT WILL SEE YOU QUESTIONING REALITY. GET IT NOW!

F1 2002

Smashing drive
or road rage?

Drive like Schumacher, dress like him, look like him... err, can't we just be paid like him and get to meet the pit girls?

AN EXPLANATION OF

why FIFA 2002 always tops the sales charts

is that fans can indulge their soccer fantasies in the most authentic way possible. Guiding your favorite official team of correctly named players to World Cup victory despite their actual defeat in Japan (unless of course, you are Brazilian), obviously has an allure given the sales of the official licence. In a similar vein, F1 fans hacked off with the recent debacle where Barrichello slowed down at the finish line to let team-mate Schumacher win, can right these wrongs by picking team Ferrari and endlessly driving into a barrier. Perhaps this isn't the idea, but whatever you want to do on track, *F1 2002* is in the paddock and revving up with the aim of being the Gamecube's most comprehensive F1 experience.

But is it worth your money? Well after giving the tyres a kick, you'll surely want to know what's tucked under the bonnet? For a start, there's all the up to date elements of the 2002 season... the new teams and drivers, the seventeen tracks of a grand prix season, the pit stops and even the officially sponsored advertising on the vehicles bodywork. Seemingly everything but the race fixing and the certainty that Schumacher will win has been included. Even more, add to this the numerous four player modes of head to head duelling, a handicap mode, a fastest lap time challenge, and a last man standing mode where the lowest placed player is disqualified each lap, and you're looking at what could be the definitive F1 package ...

CUBE

INFORMATION

F1 2002

PUBLISHER: ELECTRONIS ARTS

DEVELOPER: IN-HOUSE

PRICE: \$99.99

ORIGIN: UK

PLAYERS: 1-2

MEMORY: 6 BLOCKS

STATS

■ COVERS THE WHOLE '02 SEASON

■ DYNAMIC WEATHER EFFECTS

■ FIVE FOUR-PLAYER MODES

■ SEVENTEEN GENUINE F1 TRACKS

RELEASE DATES

 AUG '02
  TBA
  OUT NOW



"A WELL CONSIDERED
AND AUTHENTIC
FEELING, WHICH IS
VERY FORMULA 1"

COULTHARD
MCLAREN

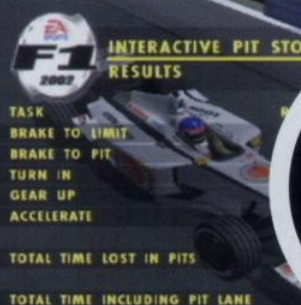
20

SHINY HELMET: They always keep their lids well polished these F1 drivers, just look at the screenshot – the world reflected atop your reflective head.



PANIC MECHANIC

If during a race you find your concentration starting to wane, or final lap nerves are getting to you, then tap the Z button for an instant replay of swooping camera viewpoints of the last ten seconds or so of racing. During this interlude you can wipe the sweat from your brow and rub your eyes before getting back to the race. On a similar note, whereas in most driving games you can also get a break from the action by ducking into the pit lane, EA has changed all this by adding an interactive element of five commands to perform in the pit lane. The first two directives involve slowing to an optimum speed and the final three require turning right, changing gear, and when the spanner spinners have done their stuff, accelerating. Hardly a reason for buying the game but then again, without blowing it up like Johnny Rambo at the end of the original First Blood movie, how interesting can a virtual garage be?



TWO FINGERS!

HAND SIGNALS

In a neat touch of realism, your driver will occasionally wipe his visor. Just what he'd do after sneezing inside his helmet will no doubt be included in the next instalment.



BRAKE THE C-STICK

It goes without saying that how you interact with your car is probably the most important feature of any racing game. Movement of the analogue manages your steering, the accelerator and brakes are on the A and B buttons respectively, and as you might expect the gears are on the L and R buttons. There is a choice of set ups but perhaps the most useful addition to the handling is the use of the C-stick. As well as being able to simply press A for acceleration, you can instead use the up gradient of the C-stick to accelerate from cautious speeding to full throttle, or pull downwards by a small degree to brake in a more controlled manner than you could do by pressing a button. Managing to master using the C-Stick as an accelerator is exceptionally useful in starting from the grid without spinning your wheels and also in trying to hold a specific speed around a bend. It's just a shame that your speedometer is very small, hard to see, and tucked away in the top right corner, but then again it just means you're going to have to get a 'feel' for speed.



COMMENTATORS CURSE

IT'S EVEN BETTER IN JAPANESE!

Unimpressed by the usual collection of know-it-all blabbermouths on TV, EA has turned to an unknown voice to provide the trackside commentary. His barking of information about events behind you or how the gravel affects your steering surprisingly ends up proving to be useful, and his thoughts are thankfully not relayed too often. In a contrast to a lot of the rest of the game, the commentary doesn't provide an authentic F1 experience but perhaps more importantly the commentary doesn't irritate. Indeed, so blighted are games in general by the inane and disjointed ramblings of a commentator who always seems to be out of sync with the action, that we can barely remember any videogame to actually include good commentary. For this reason it's often best to turn the commentary off or for better still entertainment, buy an import version so you can hear the characteristically ever-excitable Japanese trackside pundits shriek and squeal to within an inch of their lives!

WEATHER THE STORM

You're out in front with a light load of fuel in your tanks, you've just put on a new pair of dry road tyres and with only a few laps to go you check your rear view mirrors to keep an eye the tailing cars. With the chasing pack just about out of sight you briefly take in the scenery and notice a bloody great hulk of black cloud overhead. That's right, it's about to get very wet, just look at the screenshots – that asphalt gets wetter than an otter's pocket! Such real time weather effects introduce an enjoyable tactical element of deciding between risking a lengthy pit stop to get the right tyres, or choosing to stick it out till the finish with the hazard of skidding of the track at every corner.



GRIDLOCK: From the start of a race to the final lap, the tracks are always swarming with backmarkers and other cars – no matter what position you are in.



↑ Passing this guy on the inside left might be a better option, considering which way the next bend turns.



PASSING YOUR DRIVING TEST

Before being let loose in a Grand Prix to tear up a multi million pound sports car, you need to first complete a certain proportion of the challenge modes. EA has included a stern but enjoyable set of tasks which range from simple acceleration in a straight line, to negotiating corners quickly, to driving on an empty tank, through to ending up with the tricky task of driving with an oil leak whilst not blowing up the engine. All challenges reward completion with either a bronze (60% complete) silver (90%) or gold (100%). Before each challenge you can view a demonstration of how your task should be done which comes in very handy for picking out the best racing lines. As for the racing lines, if you look closely at the track you can see blackened streaks where tyres marks have most frequently travelled, so follow the darker areas of the tracks and you know you've got a good line of approach on any bend.



"IN ARCADE MODE, THE HANDLING OF THE CARS IS SOMEWHAT ERRATIC - THEY SEEM MORE LIKE DODGEMS!"



COMMENT

The challenge modes have taught you to start and not skid, corner without overshooting the track, launch through a chicane and pick your way through a hairpin bend, so you're feeling pretty tasty behind the wheel. This is where the real game begins. Trackside and into the distance everything looks crisp, engines roar around you, the lights turn green, and with a screech of the tyres you hurtle through trails of exhaust smoke and into the pack. Further into the first race, the AI seems lively and well crafted. The Tag Heuer timing, the informative commentary, the exactly replicated track layouts and the sponsored cars give everything a well considered and authentic feeling. By the end of the first race however you notice that the convincing F1 experience looks a little shaky.

Despite the rigorous qualifying tasks which disallow leaving the track and require deft braking and precision timing in turns, a race

in actual Grand Prix mode can sometimes encourage you to keep the accelerator firmly pressed down and scurry over corners to gain higher placings rather cheaply. It's a let-down that you can take the shortest line rather than the racing line, but given that this is more of an arcade racer rather than a simulation, you may not think this matters. Sadly there's more that detracts from the F1 experience. For instance, on a real track, travelling at speeds that cause face-mangling G-force on tight bends ploughing into another car or barrier may prove troublesome. Not in *F1 2002* it doesn't. Whereas you might imagine a 300 KMPH collision to involve a sickening crunch of metal, a liberal scattering of debris and possibly even a somersaulting fireball of wreckage, instead, you simply get... a bump. An ineffectual nudge just doesn't seem to be in the spirit of the dangerous and horrific crashes you witness in real-life F1. To be fair though, you can get round this by turning the damage on and picking

the simulation car set up. Doing so can be more trouble than it's worth though. Perhaps you can only play simulation mode using a steering wheel, but for us the handling was far too erratic to be playable, and with the damage turned on, a race too easily turns into a journey around the pit lane. The majority of the game will therefore be played with arcade handling which makes the cars seem more like fairground dodgems. In fact, the handling in both arcade and simulation mode isn't spot on, being either too sluggish or too twitchy – all of which leaves you out of touch with the virtual tarmac.

Don't think *F1 2002* is a bad game, though. The many driving challenges, the season long grand prix, the dynamic weather effects, the ability to tweak your car set up, and overall polish all combine to make a very accomplished F1 product that will ignite the passion of fans. The rest of us should wait to see if the inevitable *F1 2003* drives any better.

BYRON

SWERVE!

SLIP STREAM

Don't let opposition drivers sneak up behind you... always check your mirrors, weave and swerve to block them from overtaking or taking advantage of your aerodynamics.

CUBE VERDICT F1 2002

⊕ NOT INTERESTED IN F1? THIS GAME WON'T CONVERT YOU.



VISUALS

Reflective surfaces, heat haze from the exhaust, rain effects on-screen...all the usual touches.



AUDIO

Good. Satisfying engine noises that alter pitch depending on your camera viewpoint.



GAMEPLAY

Challenges, grand prix, practice, qualifying, multi-player, quick race; but exhausting load times!



LIFESPAN

Tinker with tyre pressure, gauge gearbox ratios, arse with aerodynamics. If this excites, get *F1 2002*.



ORIGINALITY

A competent example but hardly adds anything new to one of videogaming's oldest genres.

ALTERNATIVE

An impressive destruction derby of fast and furious crashes, eye-watering speed, and incredibly immersive analogue handling.



BURNOUT

Format: GameCube Reviewed: Issue 1 CUBE Rating: 8.5

2ND OPINION

GO GO GO! "No doubt racing fans across the country will go crazy for this one – however, for me it still lacks the thrill of any danger or excitement. Back to *Burnout* for me then..."

MARTIN

FINAL SCORE

7.6

TAKES A POSITION ON THE STARTING GRID BUT MISSES THE CHECKERED FLAG DUE TO HANDLING PROBLEMS!

Animal love, but in a good way



KEEP 'EM COMING

The better you do, the faster and more numerous the animals become. Soon enough, you'll have to deal with up to ten breeds of animal at once!

PILE ON!

CUBE

INFORMATION

ZOO CUBE

PUBLISHER: ACCLAIM

DEVELOPER: COYOTE DEVELOPMENTS

PRICE: \$99.99

ORIGIN: US

PLAYERS: 1-4

MEMORY: 2 BLOCKS

STATS

■ ADDICTIVE PUZZLE GAME

■ MAKES YOU THINK IN 3D

■ EASY TO LEARN, HARD TO MASTER

■ SEVEN LEVELS OF DIFFICULTY

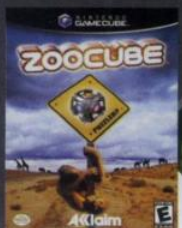
RELEASE DATES



OUT NOW

TBA

OUT NOW



ZOO CUBE

Pair your animals up like you're Noah filling up his Ark...

Looks odd, sounds odd – heck, it even smells a bit odd, but that doesn't stop it being mighty playable...

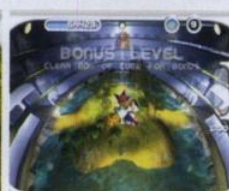


IF YOU WERE

to describe *Tetris* (one of the

most popular games of all time) to someone who'd never played it, you'd probably have difficulty getting them to believe it was a good game. Blocks fall from the sky, you fit them together so that they disappear... oh, and that's it. Sound like fun? No, not really – but it is. That's why when it comes to talking about *ZooCube* (a totally new puzzle game that takes the concepts of things like *Tetris* and *Columns* before turning it on its head), we have to be careful. After all, we could come across as making sound like the worst idea for a game in history...

Strangely though, it's not. Certainly, it doesn't look very good in the screenshots – especially as the visuals are somewhat lacking in quality. The concept sounds even worse; the world's animals have been turned into blocks and you need to match them up in pairs with



BLIND MAN'S BLUFF

When you first start the game, you'll probably find yourself sticking to the tutorial and lower levels of the Classic mode to get the gist of how the game works. Of course, once you've got the hang of it there are other more challenging modes that can be attempted – for example, you could always progress to one of the higher difficulty modes on offer. There's also Knockout mode (where you start off with a number of animals connected to the ZooCube and you have to get rid of them as quickly as you can) and Blind mode – a tougher version of the main game where the textures are removed and you have to rely on shape alone to match the animals. Unfortunately, the Blind mode is the weakest section as the shiny grey textures of each animal make it tough to work out which one is which... a problem that gets worse when you use the restrictive view of the multiplayer game.



BLIND



SPECIAL



KNOCKOUT

"THERE'S A LONG WAY TO GO TO THE GOLD & PLATINUM LEVELS"



your 'ZooCube' to save the day... err, right. In practice though, *ZooCube* turns out to be one of those quirky games that keeps you playing for as long as you can survive. Learning to twist and turn the *ZooCube* takes just a few minutes, while successfully matching up animals and grabbing power-ups is within your grasp after a couple of tries. With seven different levels of difficulty to plough through (and each level containing a large number of stages), there's a long way to go before you reach those elusive Gold and Platinum difficulties...

However, the main problem with *ZooCube* is that considering the price and the format, it doesn't seem like it's worth the effort. As a concept, *ZooCube* is the kind of game that you'd pick up and play for the length of a car journey or train ride as opposed to one that you'd pay \$99 for and play as

much as possible – hence why we'd recommend getting the GBA version instead. On GameCube, it seems that the whole thing doesn't stretch far enough; a theory justified by the fact that out of all the game modes available, only the main Classic mode is worth coming back to. What's worse is that the multiplayer side of the game is nowhere near as enjoyable – the screen is too small to see clearly what's going on and unless you're sitting two feet from the screen, it makes the game nearly unplayable with your mates.

Don't get us wrong; for the most part, *ZooCube* is an addictive puzzle game that'll draw you in once you start to get into it. Sadly though, there just isn't enough on offer to make you want to actually do so and with a hefty price tag of \$99, we'd recommend it as more of a 'rainy-day renter' rather than a 'keeper'.

CUBE

LINK-OOPS: Unfortunately, the GBA version of *ZooCube* doesn't connect to the GameCube version – something of a missed opportunity, we think...



0:50

GOODIE GOODIE GUM GUM

While the main object of the game is obviously to match up the animals and clear the screen, it's not the only thing that you'll want to concentrate on. Each animal that falls has a 'goodie' attached to it that hovers above for a short while once you've placed it on the ZooCube; by careful rotation of the device as the other animals fall, you can collect these items and earn yourself more points, summon destructive devices that'll assist your cause or (if you're playing against friends) even hinder your opponents. There's also the added incentive of collecting coloured juggling balls that appear for a brief period when you match two animals together – they're tough to collect if you're looking to keep your rescue record clean, but if you get the whole set then you'll earn a massive points bonus.



CUBE VERDICT

ZOOCUBE

'UNPUTDOWNABLE'? SURE. WORTH \$99? PROBABLY NOT...



VISUALS

Not much to brag about here... the FMV is okay, the rest of this puzzler is pretty basic.



AUDIO

You gotta love that music – soothing in places and fitting to the mood of the game in every way.



GAMEPLAY

Yes, it looks crap. Once you get into Solo mode though, you'll be drawn in hook, line and sinker.



LIFESPAN

Fine in one-player, but multiplayer's disappointing & you need motivation to play it in the first place!



ORIGINALITY

There's nothing else like it – aside from slight comparisons to other puzzlers like *Tetris*.

ALTERNATIVE

Oo! Oo! Ah! Ah! A puzzle game that more than offers enough to keep everyone playing... and playing...

SUPER MONKEY BALL

Format: GameCube Reviewed: Issue 1 CUBE Rating: 9.3

2ND OPINION

GROWL! "The solo game is great fun, but the lack of depth and dodgy multiplayer lets the whole thing down. It's a shame really because on the whole, it's a rather addictive game."

BYRON

FINAL SCORE

6.8

GREAT PUZZLER FOR LONERS, BUT \$99 IS ASKING A BIT MUCH FOR WHAT FEELS LIKE A GAME BOY TITLE.

CUBE

INFORMATION

WORMS BLAST

PUBLISHER: UBI SOFT

DEVELOPER: TEAM 17

PRICE: \$99.99

ORIGIN: UK

PLAYERS: 1-2

MEMORY: 3 BLOCKS

STATS

■ ANIMALS AND GUNS!

■ SPLIT-SCREEN MAYHEM

■ WEAPONS APLENTY

■ CLASSIC GAMEPLAY

RELEASE DATES



OUT NOW



TBA



TBA



Worming its way onto GameCube

WORMS
BLASTREADY...
AIM...

The second the slides open you should get trigger happy. *Worms Blast* is as much about pummeling your enemy as it is about getting rid of blocks.



The little pinkies wriggle out of their holes and set the standard for every GameCube puzzle game to come

WHETHER OR NOT

you class yourself as a 'gamer,' you can't help but have been caught up in the *Worms* hype when it arrived on the PSOne in the mid-90s. It became somewhat of a phenomenon (well, maybe that's exaggerating a tad), and one of the simplest ideas in history ended up selling millions across the globe. Now the time has come to branch out a little, after all, worms can only be stretched so far.

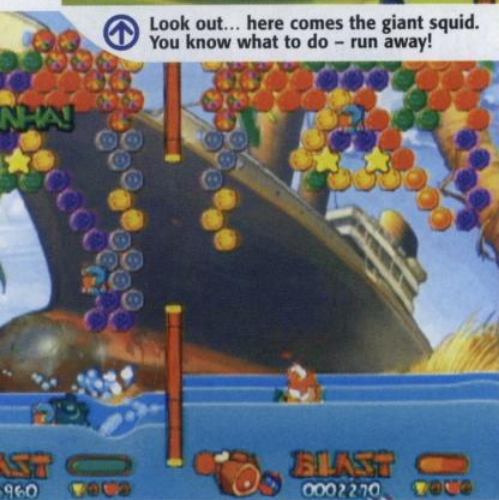
Worms Blast sees Team 17 trying its hand at a slightly different multiplayer experience in the general mould of the *Bust-A-Move* games. The whole concept is based on water, hence the reason why the characters move around in boats. While the Analogue Joystick moves you left and right on the water, it also affects the angle of the cursor (up and down). Once the cursor is at the desired angle, you can shoot off coloured grenades at the similarly coloured

"THE WATER IS VERY NICE - NEVER BEFORE HAVE WE SEEN SUCH SATISFYINGLY BOUNCY WET STUFF"

TOTAL BLACKOUT: Some of the special weapons don't do either of you any favours. The Blackout weapon cuts the lights on both of you!



Look out... here comes the giant squid. You know what to do - run away!



blocks above. A red grenade will take out a red block and any adjacent blocks. If a red grenade hits a green block it will change that block and any adjacent blocks red. Naturally, the blocks are slowly moving down towards you all the time. It's simple really, but the difference comes in the fact that there are weapons available!

Multiplayer mode is where *Worms Blast* really comes into its own. Against another player, any game can be completely turned around within a matter of seconds. Releasing Weapons Crates from the blocks above you will earn you special weapons such as Giant Squid, Piranha, Meteor Strikes and Acid Rain. These will all eat away at your opponent's energy bar. You can also beat your opponent into submission by shooting Grenades at him or her. The screen, which divides both players, opens up every ten seconds or so, allowing you to rain fury on your enemy.

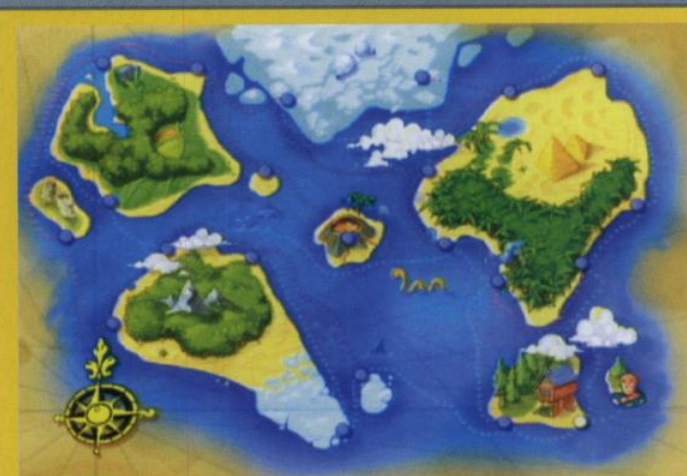
Team 17 has done well to get that 'just one more go' gameplay factor in there.

There is only one aspect of the game that prevents it from scoring up there in the 9s, and that's the graphics. Yes - the stages are pretty, colourful, crisp and clear, and yes, this is a puzzle game. These things we know, but some extra graphical flair wouldn't have gone amiss. Credit where credit is due though - the water is very nice. Never before have we seen such satisfyingly bouncy wet stuff! Still, we would like to have seen some explosive effects to go with the frantic action. Bigger explosions/fireworks for combos, maybe sprays of water on the screen when the meteors hit? As it stands, you wouldn't really know that this was on a GameCube. This doesn't detract from the superb gameplay, and if you're after a challenging, multiplayer fun fest, this is it.

CHANDRA

LOST YOUR FRIENDS?

NEVER MIND - THE ONE-PLAYER MODE IS ROCK HARD



Multiplayer is where most of the fun is to be had, but the single-player mode isn't to be sniffed at either. This mode takes place in the *Worms* world, where every stop on the map is made up of a challenge of some sort. These range from speed challenges to target practice to boss encounters. The challenges increase in difficulty very quickly, so you can expect this mode to last for a while.

Certain challenges will require the skills of certain characters. In a clichéd style, the larger characters are more powerful and take less damage but they may not be quick enough to complete some of the speed challenges.



CUBE VERDICT

ASDF



VISUALS

Colourful and clean. They do the job but there could've been more graphical effects.



AUDIO

The tunes are suitably plinky-plonky - this sort of game's never going to excel sonically.



GAMEPLAY

A varied one-player mode backed up by inane playable multiplayer modes.



LIFESPAN

Multiple gameplay modes will certainly keep you going.



ORIGINALITY

A slightly different take on the *Bust-A-Move* theme with plenty of original additions.

ALTERNATIVE

Extremely similar to *Worms Blast* but without the OTT weapons. Great fun in multiplayer and a perfect time-filler.



BUST-A-MOVE 3D

Format: N64

Reviewed: N/A

CUBE Rating: 9.0

WORMS BLAST

2ND OPINION

BLAST! "Surprisingly fun and horribly addictive... especially in the two-player Deathmatch mode. We want more of this!"

MARTIN

FINAL SCORE

8.0

A VERY PLAYABLE PUZZLER THAT WILL HAVE YOU COMING BACK FOR MORE - LET DOWN BY SIMPLE GRAPHICS.



CUBE

INFORMATION

REDCARD

PUBLISHER: MIDWAY

DEVELOPER: POINT OF VIEW

PRICE: \$99.99

ORIGIN: US

PLAYERS: 1-2

MEMORY: 12 BLOCKS

STATS

■ BULLET-TIME SHOTS ON GOAL

■ FOUR GAMEPLAY MODES

■ TEN FANTASY TEAMS TO UNLOCK

■ CREATE AND EDIT YOUR TEAM

RELEASE DATES



OUT NOW

TBA

OUT NOW



REDCARD



The beautiful game gets a makeover...

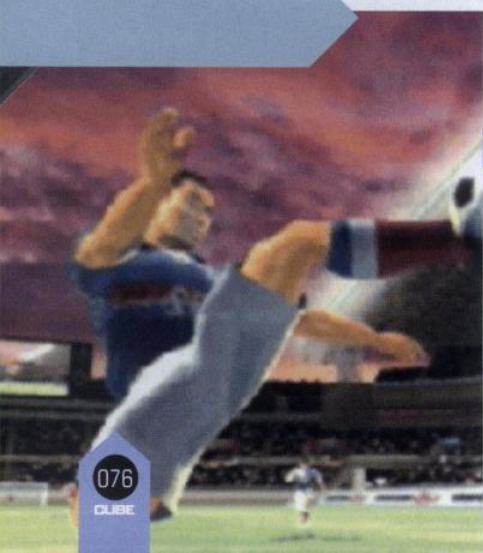
It's the Vinnie Jones of football games... now go for the man and not the ball!

REPLACING THE

innocence of kids in the park with jumpers for goalposts is this well-timed kung fu kick to the back of the neck – *RedCard*'s brand of football plays a scurrilous knock-around that's more dastardly than Vinnie squeezing Gazza's nuts, or Maradona's Hand of God, and whose half-time talk tells players that if it moves... then headbutt it!

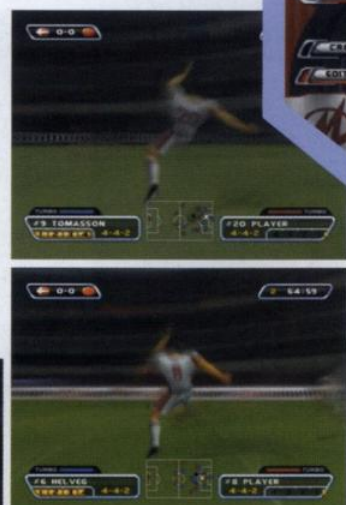
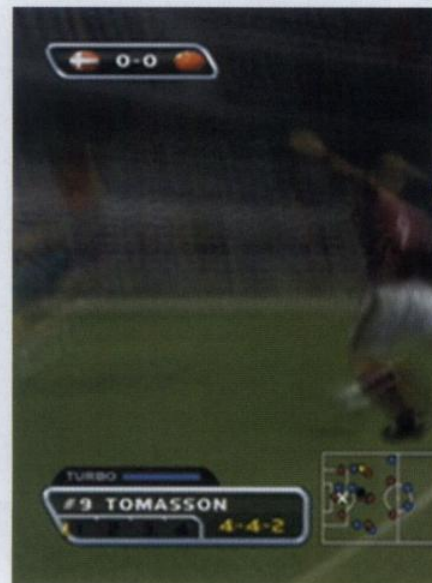
Now obviously, *RedCard* is not a football simulation aimed at statistic-loving purists; instead it's an arcade sports title crossed with a beat-em-up. Imagine *Speedball* meets *Final Fight*, only minus the armour and baseball bats. Violence aside, *RedCard* still manages to play a good game of football – your players may be prone to launching the odd elbow or two but they also have a

surprising finesse with ball. Indeed, despite their hooligan sensibilities your players have all the usual silky skills of precision through balls, suitably punchy chipped passes and injury dodging dribbling tricks. However, this is where the similarity to most other football games begins and ends. Whereas bone crunching tackles and dentistry-mocking headbutts would normally see you get your marching orders, the *RedCard* ref will let practically any challenge go unpunished. If you're chasing down a loose pass alongside an opposing



TIME SLIPPERS

Forget the multi-million pound sponsorship deals and polished silver boots of today's best players – when the *RedCard* boys wrap a stud laden slipper round the ball, they warp time. To perform a temporal tampering shot you'll need to get close to the box, then hold down the Left 'boost' Trigger and press Z to shoot. If you've positioned yourself well enough then you'll be in for a deft piece of control, followed by a bang like a firework – as the ball launches from your foot the whole *Matrix*-like spectacle is rounded off by an accompanying light show.



These aren't crummy shots – it's a special power shot. Honest.

FWEEEEEEEP!

OI, REF!

There's no WAY that was a foul! He dived! Disagree with the referees' decision to award a penalty? Be a diplomat about it and persuade him otherwise by landing a scissor kick in his pods.

"REPLACING THE INNOCENCE OF JUMPERS FOR GOALPOSTS WITH A WELL-TIMED KUNG-FU KICK TO THE BACK OF THE NECK"

player, your best tactic is to hack them to the ground before they do the same to you and in keeping with the spirit of the game, the commentators will deadpan that you made a 'good challenge'.

This departure from the normal rules of the beautiful game seems minor however when you also take into account the Boost button. Accompanying any move by holding down the Left Trigger performs a move over the top or outlandish version of that move. So holding down the boost and tackling with a shoulder barge will see you launch skywards in a flurry of light, then downwards with a crunch and end up with the recipient eating hospital food. The boost gauge is, unfortunately, shared by your whole team – this means that although it pays to

maim anything that gets in your way, your boost is limited and only recovers slowly when you're not using it.

While the boost feature is enjoyable at first, it does however show up the shallowness of the game. There's no denying the fun of riffling off a shot that knocks the keeper into his own net, but once you've activated and then watched a boost shot for the hundredth time the novelty loses its appeal. Sadly, this means that you're left with a game which while enjoyable at first, is neither all out brutal or skilful enough a simulation to make you want to hone either your fighting or footie skills for months a time. Maybe Point of View should've included some baseball bats and armour...

BYRON

CUSTOM BUILT: Each team has five attributes: Offence, Defence, Speed, Stamina and Morale. Creating a well-rounded squad is your quickest route to success.

CUSTOMISE TEAM



FANTASY FOOTBALL LEAGUE

Ignoring the realist approach of accurately modelled blades of grass, elaborate control systems and tactical tinkering; a game of *RedCard* plays fast, simple and brutal. What's more, if standard footballers are too plain a challenge, you can play the Conquest modes where you will be pitted against (amongst others) dolphins, SWAT teams, ninjas and matadors! Having beat such teams in the Conquest mode, you can then play as them or select their stadiums as a venue to play at. Now, if only we could unlock Billy The Fish to go in goal...



CUBE VERDICT

NEEDS MORE FANTASY TEAMS, VIOLENCE, AND MAYBE GUNS?



VISUALS

Players have a solid and well-rounded feel and the nippy camera keeps everything in perspective.



AUDIO

Commentators soon repeat themselves, but the ear splitting bang from a shot is good.



GAMEPLAY

Begins brutal, progresses to skilful, but ends up feeling just a bit shallow after a while.



LIFESPAN

Good multiplayer and expansive conquest mode mean there's loads to do if you're interested.



ORIGINALITY

It's still a footie title but fighting, dolphins and boost moves make it stand out from the crowd.

ALTERNATIVE

Another brutal and arcade style tackling of the football genre, yet *Soccer Slam* is so much better at breaking the rules.

SEGA SOCCER SLAM

Format: GameCube Reviewed: N/A CUBE Rating: 9.0

REDCARD

2ND OPINION

'AVE SOME! "It's certainly got some rather nice ideas in it but on the whole, *RedCard* just can't cut it against *SEGA Soccer Slam*. To be honest, you're better off waiting for that..."

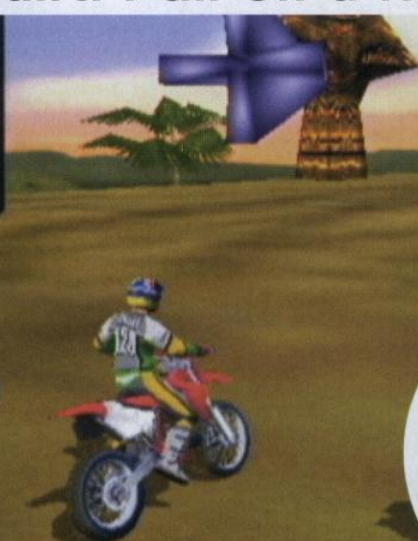
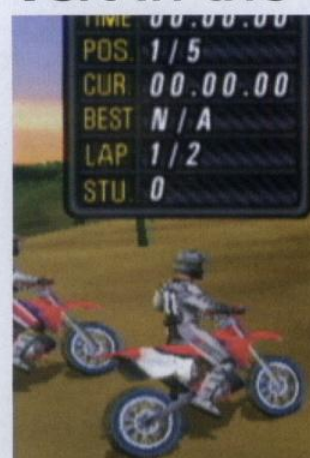
MARTIN

FINAL SCORE

7.2

A GAME OF TWO HALVES: FIRST A STRAIGHT-LACED SIM, NEXT A HOOLIGAN. A FOOT-BRAWL RIOT!

Vert in the dirt! Pull off a nac-nac!



LOOK MA!

NO HANDS!

Like a beat-'em-up, combos are everything. In one sequence you could pull a Lazyboy, then Heart Attack off a Can-Can, and finish with a Superman.

Kickstart, helmet lid down, throttle twisted open... Jeremy stalls and falls over on the grid!



CUBE

⊕ INFORMATION

SUPERCROSS WORLD

PUBLISHER: ACCLAIM

DEVELOPER: IN-HOUSE

PRICE: \$99.99

ORIGIN: US

PLAYERS: 1-2

MEMORY: 9 BLOCKS

⊕ STATS

■ CUSTOMISABLE ATTRIBUTES

■ THIRTY-FIVE TRICKS

■ 'STUNT ADVANTAGE SYSTEM'

■ SPLIT-SCREEN TWO PLAYER

RELEASE DATES



JEREMY



THERE IS A sport that makes Tony Hawk's exploits look as extreme as falling off a plank of wood. Imagine if you will, straddling an engine fastened to two wheels whilst tearing at breakneck speed towards a great big dirt ramp. Having launched yourself skywards, the bike you were just perched on starts to coil and twist from under your feet; you let go of the handlebars and the bike darts away from you. Moments before the bike is out of reach, you casually grip the tail end with one hand, then look between your legs to where you launched from

and nonchalantly delight the crowd with a wink and a click of your heels! Welcome to the world of Supercross.

As impressive as these tricks sound, they're only half of the action to be had from *Jeremy McGrath Supercross World*. With all out racing and a need to finish well being the easiest and most effective way of gaining new tracks, stunts are in fact something of an addition for most of the game modes. Don't however ignore the gravity-mocking shapes on the way to the finish line, because all the tricks you pull in a race accumulate to earn you speed boosts which help in catching the pack after a fall, or aid you in getting airborne on a steep jump. Now this set up of scrambling to finish first and being rewarded for doing so in as much style as possible sounds pretty good don't you think? If it weren't for *JMSW*'s control system then this potential could have made for a great game. Instead, whereas all the best race and stunt games have invariably had an immaculate control system and intuitive

in-game mechanics, disappointment with *JMSW* sets in instantly. From the lack of a tactile sensation with the ground to the erratic and strangely both twitchy and sluggish turns, playing is more about frustration than fun.

Even worse though, is how the reasonably well-designed tracks are sold short by a ludicrously slow response to trick commands. Honestly, when you're carving through the air with your face about to be planted in the earth, the last thing you want is to have a delay between trying to pull a trick and plunging back to ground level. This however, is exactly what happens in *JMSW* and it actually discourages you from exploring the range of moves, and also removes the potentially neat gameplay element of gaining speed boosts for riding with style. It's often said in reviews that a sub-standard game may still be enjoyed by fans, but frankly, no matter how much you like motorbikes, this game will still feel disappointing and irritating.

BYRON

SCENE STEALER: Robbing your rider of his balance is the old annoyance of unrealistically solid scenery such as wafer-thin trees which catapult your rider groundwards.

LAP 1/2
STU 0

TIME 00:16.97
POS 6/7
CUR 00:16.97
BEST N/A
LAP 1/3
STU 0

72

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SEASONED CAMPAIGNER

Most of your playing time will revolve around winning all the available trophies in the season long career mode. The season involves racing across four track styles – namely Baja, Motorcross, Supercross and Freestyle. The Baja is an outdoor roam guided by checkpoints that have to be passed before scrambling to finish first. Motorcross is also outdoor but the tracks are purpose built and littered with jumps. Supercross tracks are tightly constructed indoor events with sharp corners and sudden jumps. As for the freestyle mode, there's no finish line meaning you can pull as many stunts as possible in the given time. Additionally, each track has three levels of difficulty, characters and bikes can be upgraded, and mini-challenges such as getting to the first corner in front, or pulling specific tricks in a race all add up to a title with a lot of lifespan ... well, it would do if you were masochistic enough to endure the controls!

The arena's texture looks a bit smooth, but we are doing 72mph.

MCGRATH

SUPERCROSS WORLD

CUBE VERDICT

SUPERCROSS WORLD

A WASTE OF A POTENTIALLY ENJOYABLE GAME.

PLATFORM GAMING

With many games now launching on GameCube, Xbox, and PS2 at similar times, an unpleasant trend seems to be emerging. Remember that a popular title on one format can easily (and profitably) be converted onto another platform so long as the game itself doesn't use a specific feature of the host consoles' pad or hardware. *JMSW* is a typical example of this approach using as it does, a generic control method and uninspiring graphics – all of which can easily be emulated on other consoles, and even worse, end up making the GameCube seem like all the other consoles!



GAMECUBE



PLAYSTATION 2



VISUALS

Pop-up, poor draw distance, badly textured environments. We've seen better on the N64!



AUDIO

The engine noises are tame rather than roaring, but the soundtrack is inoffensive enough.



GAMEPLAY

A clumsy turn into a jump which ends up in a helmetful of dust does not sound like much fun.



LIFESPAN

There's a lot to be getting on with, but absolute completion would be a spirit-crushing chore.



ORIGINALITY

Although not original, the idea of granting boosts for landing tricks could have been really good.

ALTERNATIVE

Despite not having one on his bike, Dave Mirra's game engine is nonetheless finely tuned. One to look out for, come Christmas.

DAVE MIRRA BMX XXX

Format: GameCube Reviewed: N/A

CUBE Rating: N/A

2ND OPINION

OUCH! "I'm an enduro rider myself, so this makes me very angry – driving games are ten-a-penny, yet good biking sims are rarer than hens' teeth. With a better control system, this'd be approaching star status."

GARY

FINAL SCORE

4.6

A TEST OF ENDURANCE FOR ALL THE WRONG REASONS. SUPER CROSS IS HOW YOU'LL FEEL IF YOU BUY THIS.

Round one... fight!



⊕ Picky gamers may not like the graphics, but gameplay's far more important.

CAPCOM VS SNK 2: EO

CUBE

⊕ INFORMATION

CAPCOM VS SNK 2: EO

PUBLISHER: CAPCOM

DEVELOPER: IN-HOUSE

PRICE: \$99.99

ORIGIN: JAPAN

PLAYERS: 1-2

MEMORY: 2 BLOCKS

⊕ STATS

■ TOP STREETFIGHTER ACTION

■ OVER 40 CHARACTERS

■ DIFFERENT FIGHTING STYLES

■ TONS OF SPECIAL MOVES

RELEASE DATES

30 AUG OUT NOW SEPT '02



CUBE
STAR
GAME



If there's one thing that the GameCube needs, it's a decent beat-'em-up... and here's one right now. Lucky for us, eh?

AHH, STREETFIGHTER

— the mainstay, nay, the forefather of the beat-'em-up genre?

When Capcom first brought *StreetFighter 2* into the arcades and onto the SNES in the early nineties, we doubt that it could have predicted how big the franchise would become... or how much it'd be bled to death. We've seen over 30 incarnations of the *StreetFighter* concept now – so are we bored of it? Are we heck. In fact, the mere mention of a new *StreetFighter* game gets us gibbering with excitement because we're such huge fans of it... especially the more recent crossover games featuring a mixture of our favourite characters. Which brings us nicely onto the game we just happen to be reviewing here...

Yes, we're talking about the pending release of *Capcom VS SNK 2: EO* – a real mouthful of a game title, but with a top-notch beat-'em-up hiding just behind it. Like the original *Capcom VS SNK* and other crossover series *Marvel VS Capcom* before it, *Capcom VS SNK 2* takes what can only be considered as the cream of the fighting genre character crop and mixes them up into one hell of a game.

Obviously, you've got all your favourite and familiar faces from the Capcom team including everyone from the stalwarts Ken and Ryu, to less well-knowns like Rolento from *Final Fight*, Kyosuke from *Rival Schools* and Eagle from the original *StreetFighter*. On top of that though, there are also the best of the best from the now-defunct SNK stable with characters representing games such as *King Of The Fighters*, *Fatal Fury* and *Samurai Shodown*. Could this be the ultimate beat-'em-up match up? You'd better believe it, buddy!



ISM YOU IS, OR ISM YOU AIN'T...

So, what's the *EO* on the end of the title then? Well, standing for either *Extreme Offence* or *Easy Operation* (depending on whether you believe the Capcom press release or the back of the Japanese box), it's related to the brand-new control method that's been added to the GameCube port of the game. When picking your groove style before you start fighting, you'll also be given the option to pick between AC-ism – the usual D-pad and button combination – and the new GC-ism that allows you to use the C-Stick to perform your special and super moves. Now, we have to admit that this new playing style isn't as good as it sounds... in fact, it can be a downright pain at times. With basic punches and kicks relegated to the Trigger buttons (along with their analogue functions dictating how hard you hit) and movement allowed through the Analogue Stick only, it can take a little while to get the hang of. However, pick a character with a lot of special moves and the problems get worse – with up to 14 moves allocated to the C-Stick at once, using the one you want can prove a nightmare. It's a nice try and something new but in the end... well, we doubt it's something that'll catch on. Sorry Capcom.



"THIS IS STILL THE PINNACLE OF THE BEAT-'EM-UP GENRE AND WE JUST HAVE TO LOVE IT"



⬆ No matter which company you prefer, there's a fighter you'll like.

WORK IT!

NEED A HAND?

Can't get the hang of those special moves or the new *EO* fighting system? Then head over to the Training arena and practice all your attacks on a dummy fighter...



A NEW CHALLENGER: Play well enough and a very well known fighter (from either the SNK or Capcom side) will interrupt the tournament to take you on...



⬆ ...And here's where Mart managed to kick Chandra's arse. Again. Ha-ha!



PICK A FIGHTER, ANY FIGHTER

Considering all the attempts that Capcom has made at bringing out the definitive beat-'em-up over the years, it's nice to see that the very first one it's brought out for the GameCube (in the form of *Capcom VS SNK 2: EO*) is one of the most complete and adaptable fighting game we've ever played. For starters, the selection of characters available – coming from an eclectic selection of games from both the Capcom and SNK brands – reaches a massive 48, meaning that there's bound to be at least a few fighters who'll suit your tastes. Then there's the number of ways you can play the actual game. As well as the rather obvious one-on-one single bout and team battles of three-on-three, there's also the Ratio option which has been modified since the last game on the Dreamcast; you start with four points and then share those across your selected team of either one, two or three fighters to determine how powerful they all are. On top of that, there are all the 'grooves' that can determine your fighting style, who you start each match with if you're playing with a team and even the colour of your fighter's clothing... all in all, there really is something here for everyone.





GROOVE IS IN THE HEART

Beat-'em-ups have come a long way since the days of the original *StreetFighter*, you know – it's not just a case of picking up a pad and getting straight into the action. There are many other factors to consider; in the case of *Capcom VS SNK 2: EO*, it's not only who you fight as but also what fighting style (or 'groove') you use. Here's a quick look at your options...

C GROOVE

Taken From: *Capcom VS SNK*
Abilities: Three levels of Super Move are available, as well as Air Blocking and Dash moves.

A GROOVE

Taken From: *StreetFighter Alpha 3*
Abilities: Custom Combos are available, although you can't block when attempting one.

P GROOVE

Taken From: *Super StreetFighter II*
Abilities: Super Moves are only available when the bar is full, but your character is stronger and sustain more damage.

S GROOVE

Taken From: *Capcom VS SNK*
Abilities: You can only perform Super Moves when the bar is full, although Desperation and Super Desperation moves are available when your energy is low.

N GROOVE

Taken From: *King Of The Fighters*
Abilities: Super Moves become available as the bar repeatedly fills, although a Power Max move (with all three bars full) does more damage than usual.

K GROOVE

Taken From: *Garou: Mark Of The Wolves*
Abilities: When the bar is full, your attack strength goes up and the amount of damage you take goes down.

So, there's a wide choice of styles on offer... but that's not all. After you've completed the game once, you'll unlock the Groove Edit mode – essentially a license to make up your own style by spending an allocated amount of points on different sub-systems, gauges and other malarkey. With the option to create another two grooves on top of the six available, you're pretty much spoilt for choice, eh?

COMMENT

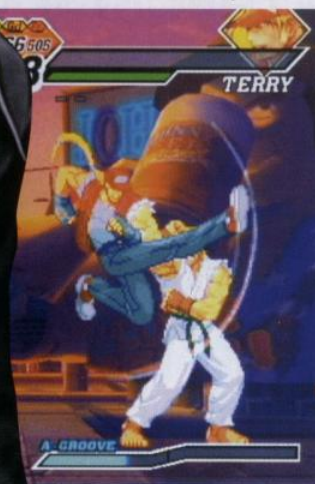
Do you 'do' *StreetFighter*? A lot of people do, a lot don't. Love it or hate it though, Ryu and his buddies have influenced practically every fighting game ever to appear in an arcade or on a console over the past decade... even if your opinions on whether or not that's a good thing might vary accordingly. Here at **CUBE** Towers though, we're seriously hardcore fighting fans – having been there with Ryu and Ken since the beginning, we've grown up with *StreetFighter* and so have watched it change and grow into the refined game that it is today. That's why we're so chuffed that Capcom has brought probably our favourite *StreetFighter*-style game so far from the arcade and Dreamcast onto the GameCube... simply because it gives us an excuse to play it all over again. However, that doesn't mean that there aren't a few things about the game that really get on our goats – if we had goats, that is. Cue the moaning...

The main problem we've got is about how each of the 44 fighters look because they're all... well, a bit crap. It's not the animation we dislike, but rather that they all look remarkably blocky and pixelated; an effect that actually gets worse depending on the quality of your television. What adds insult to injury are the backgrounds; in direct contrast to the old-school look of the characters, the scenery around each fight is detailed in lush 3D glory. Now, seeing as how we've all played *Super Smash Brothers Melee* – not exactly a 'proper' beat-'em-up, but still proof of how nice a 2D fighting game can look – we know that a powerful console like the GameCube demands more than just the same old visuals that we've seen before, which sadly is what Capcom are producing right here. It's about the only thing that marks this game down, unfortunately.

While we're being picky, another complaint is the music; given that many of the tunes that pop up during fights are rather twee and



Stand up while playing to recreate that authentic arcade experience!



Japanese, what's on offer are hardly what we'd call 'fighting tunes'. Still, that's probably because we're hardened nu-metal fans... well, some of us anyway.

However, the one thing that really annoys us about *Capcom VS SNK 2: EO* is that no matter how many tiny faults we find in it, one single fact remains – this is STILL the pinnacle of the beat-'em-up genre and as such, we just have to love it all the same. Yes, we know that what's gone before might go to deter you from picking it up but trust us... all these things fade away in the knowledge that this really is one of the best beat-'em-ups around today. In fact, the only problem that really exists with the game aren't really Capcom's fault at all – yep, it's the controller. We've already said that while it's brave, the new C-Stick control method fails to be anything more than a minor distraction, the more widely-used arcade method meets a number of hurdles in the form of the GameCube controller. Perfectly designed for most games, the official pad comes rather unstuck when trying to accommodate the six-button technique required for this fighting game – not only is using the Trigger buttons annoying, but the D-pad is a touch too small for pulling off special moves 100% confidently (especially if you've got big fingers). It's not as big a deal as others might have you believe, but the problem is there all the same. Damn.

Still, even something that sounds as serious as this can be mastered and it shouldn't stop you from seeing the true facts – in terms of gameplay and enjoyment, *Capcom VS SNK 2: EO* is the leader in its field and this means that anyone who's even remotely into beat-'em-ups is to pick it up immediately. Due to arrive in the UK by the time the next issue of this magazine comes out, you won't have long to wait if you're a PAL gamer... and if it means splashing out on a third-party pad or even an arcade stick, so be it. Trust us, you won't regret it.

MARTIN

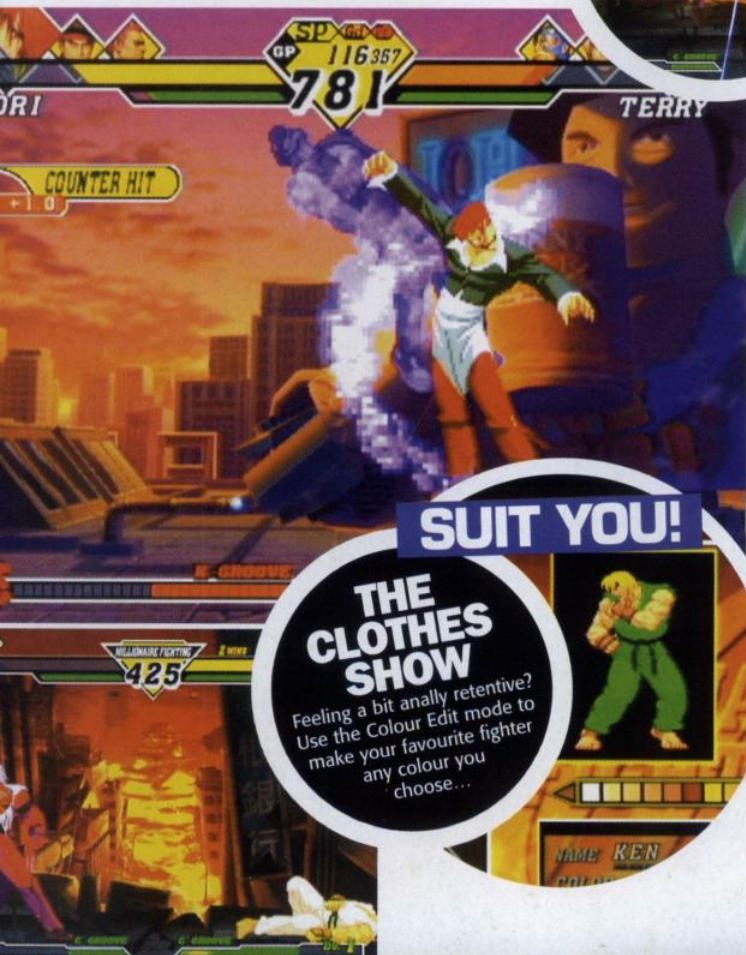


AND I BRING YOU...

THE GODS OF FIGHTING IN A NASTY MOOD...

In most of the other *StreetFighter*-style games out there, you simply have to play through the game and eventually reach the final boss fight whereas *Capcom VS SNK 2: EO* offers something a little bit different. It's all related to the amount of GP points you earn throughout the rest of the game – fight well (score perfectly, land special moves and so on) and you'll have a

bunch of them, but fight badly and you'll wind up with none. When the final battle comes around, you'll have a regular scrap; complete this and you might be lucky enough to then face off against either Rugal or Gouki. Of course, if you're incredibly good like us and meet the right criteria, you may even find yourself fighting Shin Gouki or God Rugal... the gods of fighting themselves! Struth.



SUIT YOU!

THE CLOTHES SHOW

Feeling a bit anally retentive? Use the Colour Edit mode to make your favourite fighter any colour you choose...



CUBE VERDICT

CAPCOM VS SNK 2: EO

THE BEST BEAT-'EM-UP ON THE GAMECUBE, BAR NONE



VISUALS

Very well animated and drawn – we're just annoyed that they weren't updated a tiny bit.



AUDIO

Some good tunes, a few dodgy ones and lots of noises of people having their faces caved in.



GAMEPLAY

The crucial part of any beat-'em-up and where this game shines; refined AI and enjoyable action.



LIFESPAN

It's doubtful that you'll be able to tire of this, especially in the VS mode against your friends.



ORIGINALITY

Well, this is another *StreetFighter* game so we couldn't really have expected anything else...

ALTERNATIVE

The only other 'proper' beat-'em-up out on the GameCube so far and *Soul Calibur 2* isn't coming until next year...



BLOODY ROAR: PF

Format: GameCube Reviewed: Issue 1 CUBE Rating: 7.0

2ND OPINION

HADOKEN! "Mart's totally right – even though we've played it all before, Capcom has still managed to produce the very best beat-'em-up on GC so far. Curse them – there goes my social life!"

CHANDRA

FINAL SCORE

9.0

PROBLEMS? YES... BUT STILL THE BEST GAME OF ITS KIND ON GC SO FAR WITHOUT A DOUBT.

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CUBE

ISSUE TWO



Take part in the world's
biggest GameCube magazine!

Whether you need cheats, help, guides to your favourite games or facts about the developers that wrote 'em, you'll find it here in the back part of the mag

YOUR LETTERS

VIEWPOINT

88 Voice your concerns, heap praise on the GameCube, the mag or just get that rheumy stuff off your chest. This is the place to air your views regarding all things GameCube related...



PERIPHERAL VISION

108 The latest peripherals are put through their paces. This month, we check out the GameCube Steering Wheels on offer. Don't think about buying one without reading these pages!



ADVANCE

114 Only the prime cuts of handheld gaming make it into Advance. Find out what you should be playing on the world's greatest portable this month.



Q&A ROGUE LEADER CADETS

86 Problems with your X-Wing? Ask General Sacul how to turn yourself from hopeless rookie into an ace pilot, and how to take down a Star Destroyer!

AGENT UNDER FIRE



88 It might not be *GoldenEye* but it's certainly tricky at times. Thankfully, your stealthy CUBE super-gamers have shot every henchman, gotten jiggy with all the luvverly ladies ('natch) and saved the world to bring to you the complete guide to Bond's latest outing. Remember: nobody does it better!

DIFINITIVE

Walk through and strategy guide for James Bond's latest adventure, that will ensure you are shaken but not stirred. All the game secrets, for your eyes only.

page 88

ADVANCE

The best and the latest games reviewed. Don't be left with the wrong thing in your hand.

page 104

DIRECTORY

The complete list of all the games we've reviewed. £40 is a lot of money to spend on a game so never, ever buy a game without consulting these pages. Without us, you could buy a real turkey!

page 110

HORIZON

Issue ten naturally follows issue nine, and there's no let-up as we roll inevitably towards Christmas. Expect even more games than ever before and some extra special stuff you won't get anywhere else.

page 112

I Love NINTENDO

The very last word! Every month we look at the things that makes Nintendo special and makes us hold the GameCube and the Game Boy Advance in such high esteem.

page 114

Q&A

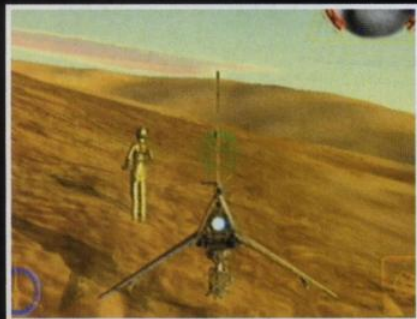
ROGUE LEADER

CADETS



ISSUE TWO

OKAY CADETS, THE REBEL FLIGHT ACADEMY IS NOW OPEN, SO GET INTO YOUR JUMP SUITS AND TRAINING WILL BEGIN! SO IF YOU'RE NOT ONE WITH THE FORCE, NOW IS THE TIME TO OPEN UP AND SHARE YOUR PROBLEMS. GENERAL SACUL HAS ALL THE ANSWERS...



Dear General Sacul
On the Tatooine Training mission I've managed to find all the Discovery Items, and most of the Bonus Discovery Items, but have been unable to find R2D2 or C-3PO. I've searched everywhere, please help!
Shane Russell, Hornsby

General Sacul says:
Finding R2D2 and C-3PO is all about timing... literally! Firstly you are going to have to set your internal clock to morning, as the training mission changes depending on the time of the day you play (set around 07:00). Blow up Jabba's Palace and C-3PO will be standing inside. Now set your internal clock again to around 23:00 and begin the training mission again. Locate a Jawa Sandcrawler and destroy it; R2 will be there amongst the debris.

Dear General Sacul
I'm having real trouble unlocking the hidden craft. I know you can unlock them by completing certain medals etc in various missions, although I don't think I'm good enough to do this. Are there any cheats I can use to unlock them? How many hidden ships are there? What are they and how can I unlock them normally? Cheers, it's been 'driving' me potty!
Russell Morgan, Darwin

General Sacul says:
Calm down there, Private. First things first, there are actually six hidden craft available to you. There are cheats you can use to unlock the ships, so here is a small list for you with the cheats and the 'proper' way to unlock them. Hope this is what you've been looking for.

Enter the following codes on the password screen in the options menu...

N-1 NABOO STARFIGHTER:
Enter first - **CDYXF!7Q** and then enter - **ASEPONE!**
Or complete the Tatooine Training on all of the four available time settings.

TIE FIGHTER:
Enter first - **ZT?!RGB A** and then enter - **DISPSBLE**
Or steal a Tie Fighter in the Imperial Heist on both time settings (day and night) and complete the mission. It's that simple...!

MILLENNIUM FALCON:
Enter first - **MVPQIU?A** and then enter - **OH!BUDDY**
Or earn a bronze medal or higher on all of the game's ten default missions.

SLAVE 1:
Enter first - **PZ?APBSY** and then enter - **IRONSHIP**
Or earn a silver medal or higher on all ten default missions, as well as the two Millennium Falcon bonus missions: Death Star Escape and The Asteroid Field.

IMPERIAL SHUTTLE:
Enter first - **AJHH!7JY** and then enter - **BUSTOUR**
Or earn a gold medal on both of the Empire bonus missions: Triumph Of The Empire and Revenge On Yavin.

TIE ADVANCED:
Enter first - **NYM!UUOK** and then enter - **BLKHLMT!**
Or earn 15 gold medals, although you can automatically use it on the two Imperial bonus missions.

CADILLAC CONVERTIBLE:
Enter first - **!ZUVIEL!** and then enter - **!BENZIN!**
You cannot unlock this craft any other way!

Dear General Sacul
How do you unlock Ace mode? Do I need gold medals or is there a cheat?
Nick Herridge, Penrith

General Sacul says:
There are two ways in which you can unlock Ace mode, the first way is to earn yourself 15 gold medals on all 15 missions or enter the following cheat on the passcodes menu... Enter first - **U!?!VWZC** and then enter - **GIVEITUP**.

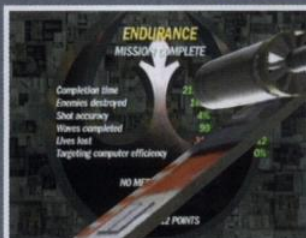


Dear General Sacul

How can I unlock Endurance mode in *Rogue Leader*. What am I doing wrong?

General Sacul

We can see the Force is not with you today, but try this code and you should 'feel' much better. Enter first - ?WCYBRTC and then enter - ??MBC???



SITH SAYS...

VADER'S FORCE COLUMN



Dear General Sacul

I'm in a real dilemma, and cannot get my tow cord from my speeder to attach itself to the Imperial AT-ATs. It may have malfunctioned. Do you have any advice? Also I think my wingman may be dead - could someone inform his family?
Luke, Somewhere in Hoth

VADER SAYS:

Hmm, the Force is strong with this one. You're obviously not close enough to the walkers' legs my son - try getting closer and then, once attached, circle the AT-AT at close proximity until it finally drops. Hey! You aren't a member or that Rebel Alliance are you? A one-way trip to the spice mines of Kessel shall be yours when I send my stormtroopers down there, Rebel scum!



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4 CARLOW STREET
NORTH SYDNEY
NSW 2060

Or email:
cubemagazine@bigpond.com.au
(with 'Rogue Leader Cadets' as the subject).

FETT'S COMBAT SCHOOL

TODAY'S LESSON: STAR DESTROYERS

As you are aware, the Star Destroyer is a very important craft for the Imperial army, and taking one down will cause a serious blow to them. However, this is no simple task. You need tactics, speed and most importantly a plan before you take one of these guys on. Firstly get your wingmen to concentrate on the guns, and begin taking out the two-shield generators on top [01]. Once you've destroyed these, use your missiles to destroy the third generator underneath [02] (the big dome). The shield will now be down and it's time to attack the control deck. There are two ways you can do this: one is to hit it with a few missiles and laser fire [03], while the other is to fly directly into it [04] which may seem suicidal, but effective nonetheless, as this will now trigger a cut-scene meaning you won't actually lose a life. I'd do it myself for you, but I doubt any of you grunts have the credits to afford me. You're lucky to be getting this, maggots!



INFORMATION

007: AGENT UNDER FIRE

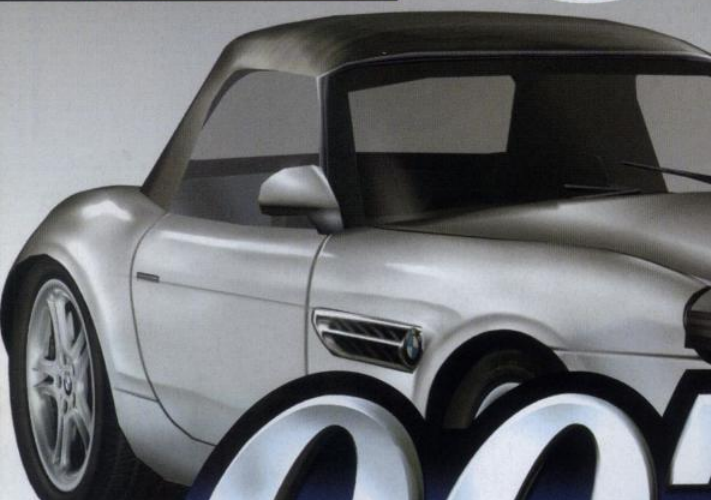
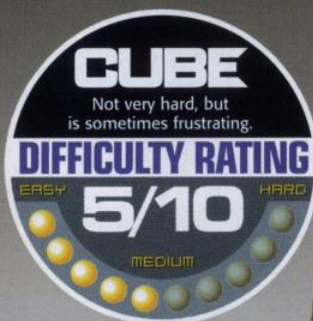
PUBLISHER: EA

DEVELOPER: IN-HOUSE

GENRE: FPS

PRICE: \$99.99

PLAYERS: 1



007 Agent Under Fire



LEVEL OBJECTIVES

L1: TROUBLE IN PARADISE

- Infiltrate Research Facility
- Find courier case containing vials
- Rescue CIA agent Zoë Nightshade

TARGET SCORE: 50,000

Bond's back fighting for Queen and country again. We've got the mapped guide to help you get the girl, kill the bad guy and save the world...

TROUBLE IN PARADISE

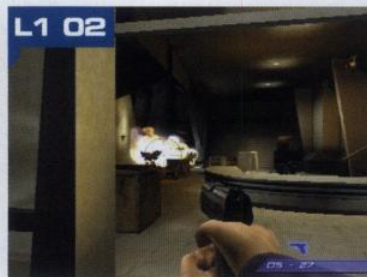
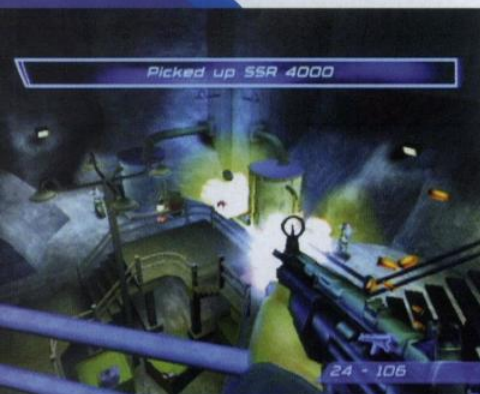
LEVEL 1

Go up to the door and use the Q-Decryptor to unlock the door but don't go inside [Bond Move]. Now look up and use the Q-Claw on the vent on the roof [Bond Move]. Walk along the roof then pick up the **007 BONUS** before dropping down into the hole **I011**. Turn round and put your gun away then drop down and kill the guard with your fists. Pick up the P2K ammo and the **ARMOURY KEYCARD** (you only get the

Keycard if you kill the guard with your fists and without him seeing you). Use the Q-Decryptor to open the door [Bond Move] then head to the door at the opposite end and use the Keycard to open it [Bond Move]. Inside you'll find four Grenades and an **MRL-22** rocket launcher. Go back the way you came and get on the lift on the right.

Kill the guard in the room you come to **I021**, pick up his P2K ammo and get

the **007 BONUS** from on top of the crates. Use the Q-Laser on the padlocked gate [Bond Move] and head down the tunnel. At the end of the tunnel look to the right and shoot the guard by the crates. Head over to where he was standing and pick up his **KS7**. More guards will appear at the bottom so shoot the tank on the forklift to take them all out at once [Bond Move]. Grab all their KS7 ammo and walk



L1 04



slowly down the passage. Look up to see a crate suspended by a crane; shoot the cable to make it fall on a guard hiding below **[Bond Move]**. Grab his KS7 ammo then shoot the four guards that come round the corner and take their ammo **[03]**. Pick up the **ARMOUR** on the left then go down the passage the guards appeared from.

As you walk towards the room with the plants, the lights will go out and a group of guards will begin firing at you from the other end. Use the plants for cover and take out all the guards then grab all the ammo and collect the **007 BONUS** on the left. Shoot the guard in the next small room and pick up his **FRINESI**. Kill the guard behind the crates in the next room and pick up the **ARMOUR** and KS7 ammo. At the other end of the room, pick up the **COURIER CASE**, open the door and then walk inside.

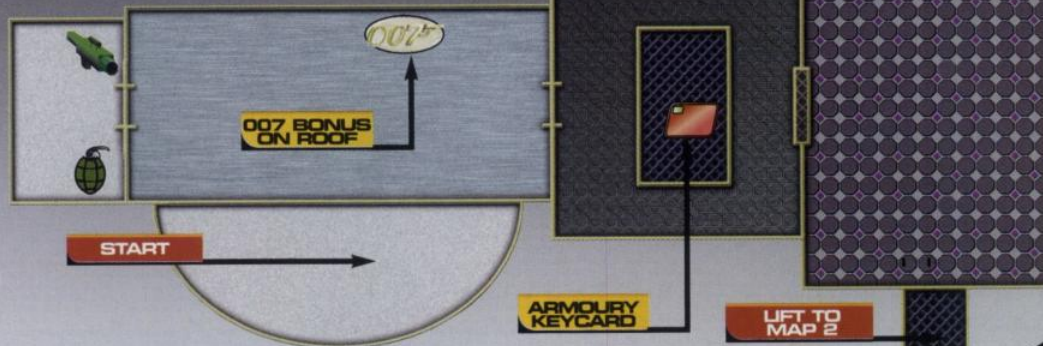
Go up the stairs then pick up the **007 BONUS** from the left of the metal walkway. Now get onto the walkway and shoot the sniper you can see in the distance and watch the cut-scene of him falling backwards **[04]**. Walk forward some more then watch the cut-scene of Zoë with the bad guy. Head across the walkway, picking up the **SSR 4000 Sniper Rifle** on the way and use it to kill some of the guards below (aim for the barrels for maximum destruction). Now head down the stairs then down in the lift. Shoot any guards that are hanging around then pick up the **ARMOUR** from behind the crates on the left. Carry on and pick up some more **ARMOUR** in the corner if you need it. Head all the way round, killing the guards as you go, then cross the gangplank to the submarine and free Zoë with your Q-Laser **[05]**.

L1 05

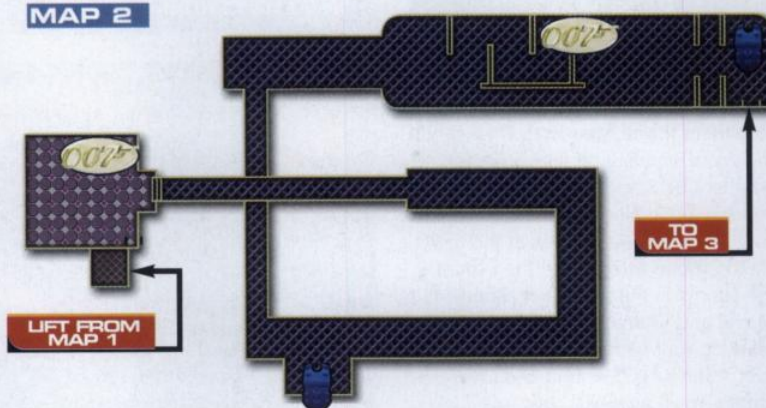


TROUBLE IN PARADISE

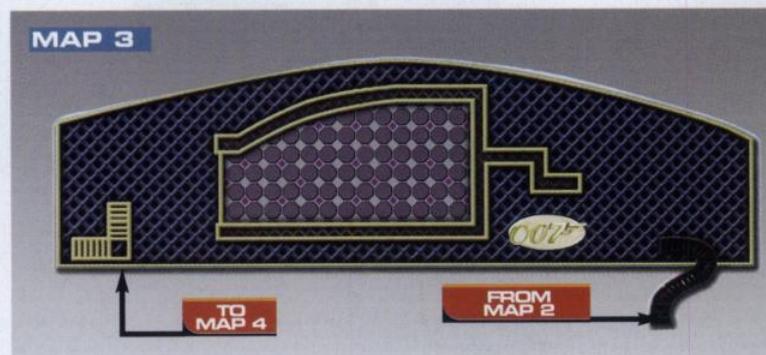
MAP 1



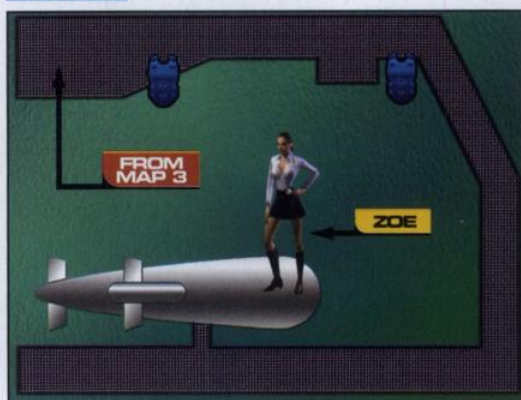
MAP 2



MAP 3



MAP 4



KEY:



GOLDEN REWARDS



Getting Gold Medals gives you some lovely rewards, enabled automatically and explained below. Now listen carefully 007...

GOLDEN GUN

This is a more powerful replacement for the P2K.

GOLDEN CH-6

This is a more powerful version of the CH-6 with unlimited ammo for mission 2.

UNLIMITED MISSILES

This gives you infinite missiles for your car in missions 3 and 7.

GOLDEN ACCURACY

Makes Golden Gun 100 percent accurate even over long distances.

GOLDEN CLIP

This increases the size of the clip for the Golden Gun from 6 to 12.

GOLDEN GRENADES

These cause double the damage of normal grenades.

LOTUS ESPRIT

This replaces the Aston Martin on missions 3 and 7.

RAPID FIRE

This makes the Golden Gun semi-automatic.

GOLDEN ARMOUR

This can take double the damage of normal armour.

GOLDEN BULLETS

The bullets inflict much more damage than normal ones.

REGENERATIVE ARMOUR

Once the Golden Armour gets close to full damage it will begin to regenerate.

UNLIMITED AMMO

This gives infinite ammo for the Golden Gun.

PRECIOUS CARGO

LEVEL 2

When the level begins, look up and fire at the helicopter coming towards you. Concentrate your fire on the gunner until he's dead **[Bond Move]** then destroy the chopper. Face forward and shoot another helicopter and, as you're doing this, Zoë will pick up some CH-6 ammo then some KA-57S ammo. Now turn around again and shoot the tyres out on the car that's chasing you **[Bond Move]** **[001]**. Face forward again to see an armoured van drive down from the left, shoot its tyres to bring it to a halt **[Bond Move]**. Once you reach the city streets you'll be chased by a car – once again shoot its tyres **[Bond Move]** then shoot out the tyres on another that comes along soon after **[Bond Move]**. Face forward and destroy the two cars that form a roadblock ahead to earn a **007 Bonus**.

Shoot the guard at the end of the alley to get his CH-6 ammo then shoot the three sets of barrels to destroy the bad guys surrounding you **[Bond Move]** **[021]**. Zoë will then drive over some KA-57S ammo and **Armour**. Immediately after this you'll see a small park; destroy the helicopter that flies over for a **007 Bonus**. Two cars will now be chasing

LEVEL OBJECTIVES

L2: PRECIOUS CARGO

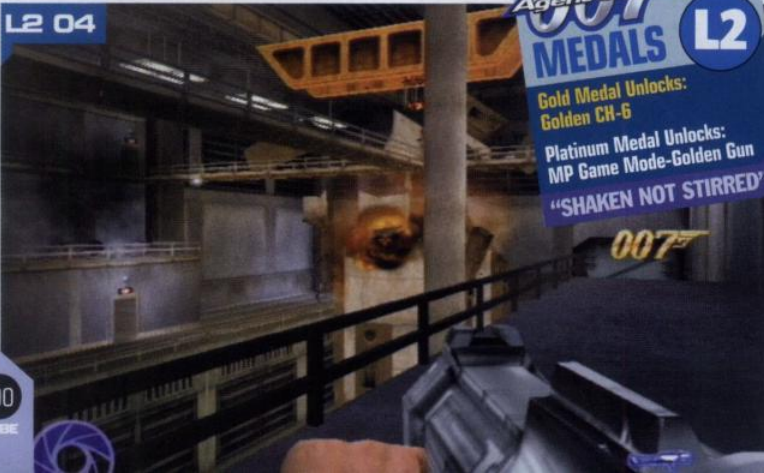
- Infiltrate Identicon Facility
- Locate missing vials

TARGET SCORE: 50,000

L2 01



L2 04



L2 02



L2 03



you; shoot them both in the tyres to stop them **[Bond Move x2]**. Then shoot the guard standing on the corner for another **007 Bonus** and **Armour**. When you see a roadblock up ahead, take out your CH-6 and fire a rocket at the petrol station **[Bond Move]** **[031]** then shoot the gunner in the helicopter **[Bond Move]** and finally destroy the two cars blocking your path. Zoë will then drive over some KA-57S ammo and CH-6 ammo. You'll now head towards Identicon; kill all three guards at the entrance for a **007 Bonus**.

Once inside, shoot the guard on the walkway above then look to the left and shoot the barrels between the bad guys **[Bond Move]**. Now shoot the central tank with the CH-6 for a **007 Bonus** **[041]**. In the next room shoot both the guards up on the walkway above the doorway **[Bond Move]** then look to the right and destroy the last fan you see for another **007 Bonus**. Once you've stopped in the next room, shoot the tank on the forklift to the right **[Bond Move]**, shoot the red panel in front of the tank then the cable attached to the container.

007 MEDALS L2
Gold Medal Unlocks:
Golden CH-6
Platinum Medal Unlocks:
MP Game Mode-Golden Gun
"SHAKEN NOT STIRRED"

DANGEROUS PURSUIT

LEVEL 3

Turn round as soon as you start and go left to find the first **007 Bonus**. Now go back and pick up the **Q-Smoke**, then shoot the barrels to the left of the roadblock ahead **[Bond Move]** **[011]** and pick up the Rockets they drop. Shoot the crate in the middle of the road to reveal the next **007 Bonus**. Now, as you come to the exit of the docks, shoot the

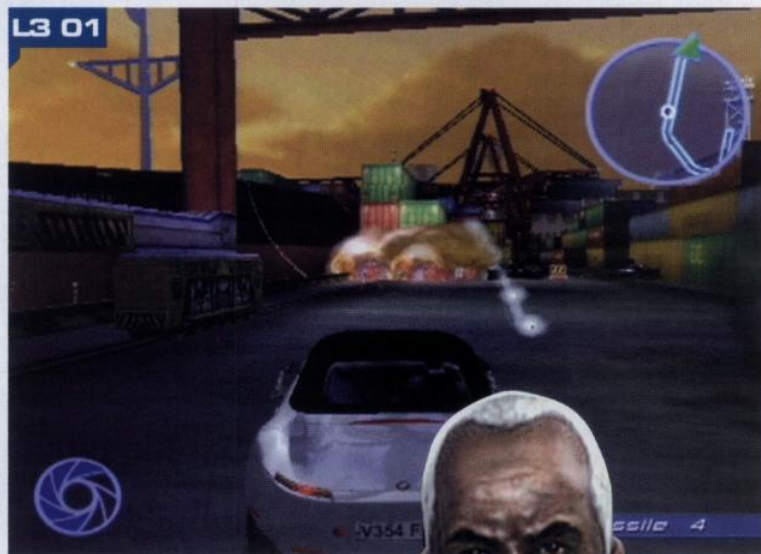
LEVEL OBJECTIVES

L3: DANGEROUS PURSUIT

- Locate stolen vials
- Disable armoured van

TARGET SCORE: 70,000

L3 01



INFO

007 BONUSES

Before you can collect these not only do you have to get a Gold medal on the level but you also have to play it on 00 Agent difficulty to make them appear. Obtaining all the 007 Bonuses and achieving the target score gives you a Platinum medal.



barrel on the right to kill the guards firing at you **[Bond Move]**.

When you leave the docks, head left to the Convention Centre, picking up some Missiles on the way. Once there, go into the small tunnel to find a **007 Bonus** then pick up the **Q-Pulse** from the front of the centre. Now carry on along the road and shoot the petrol station on the right to kill the guards nearby **[Bond Move]** **[021]**, then drive into the petrol station to collect another **007 Bonus**. Keep following the road, picking up the **Q-Booster** on the way. You'll see the final **007 Bonus** on the left soon after.

Carry on and you'll find some **Q-Smoke** and the armoured van, which will immediately speed off. Follow it and try to get in front of the



DANGEROUS PURSUIT

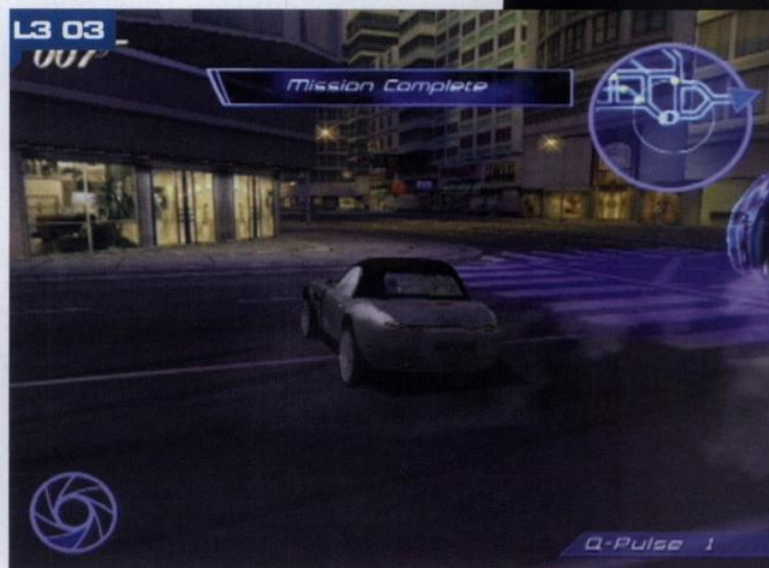
KEY:



- 007 BONUS
- MISSILES
- ROCKETS
- ARMOUR
- Q-BOOSTER
- Q-SMOKE
- Q-PULSE



cars protecting it and use your Q-Smoke on them [Bond Move]. Now catch up with the armoured van and use the **Q-Pulse** on it [Bond Move] **1031**. Stick close to the van as the Pulse does take a moment to charge – and by the time it fires, the van could be long gone.



BAD DIPLOMACY

LEVEL 4

Shoot the guard ahead [01] and go through the door. Follow the corridor past the lift and you'll see a guard with his back turned. Use your fists to knock him out then go into the room at the end. Collect the **007 BONUS** and pick up the Darts. Now go back to the lift, get inside and press the button. Exit the lift, go round to the left and shoot the guard you see.

Pick up the **007 BONUS** from the balcony. Head back past the lift and enter the kitchen. If you touch anything in this room, you'll make a noise and attract a guard who'll come in through the door [02]. Shoot him as soon as he enters then go into the corridor and shoot the guard at the end. Use the Q-Specs and look at the wall near the security laser. You'll see a small panel which can be opened, so use the Q-Laser on the wires inside to deactivate the laser [Bond Move] [03]. Shoot the guard firing through the window then deactivate the second security laser [Bond Move]. Use the Q-Specs once again and make your way around the corner to see a secret door in the wall [Bond Move]. Open it to find a

L4 01



L4 02



L4 03



007 BONUS, **ARMOUR** and some Darts (no Jocky, not those sort we're afraid).

Now go back and jump out the window and look up. Use the Q-Claw on the vent to get up the next floor [Bond Move] and jump through the window. Go into the hallway and open the door on the right and watch the cut-scene, after which you'll get the **KEYCARD** [Bond Move]. Now go into the room on the left to find some Darts. Use the Keycard on the door opposite and watch the cut-scene with Griffin. When it's over, Griffin will attack [04] so punch him a couple of times to take him out and pick up the **PASSCODE GENERATOR** [Bond Move]. Head back to the room containing the computer and use the Passcode Generator on it.

Now go back to the room where you met Griffin and open the door with the Keycard. Shoot the guard below then pick up the final **007 BONUS** from behind the display cases. Now head out into the corridor, shoot the guard and deactivate the laser with the same method as before [Bond Move]. Shoot the other guard then get in the lift and press the button. Head round to the left and through the door to find yourself back at the start [05]. Head towards the exit, shooting the guard as you leave.



BAD DIPLOMACY

MAP 1

KEY:

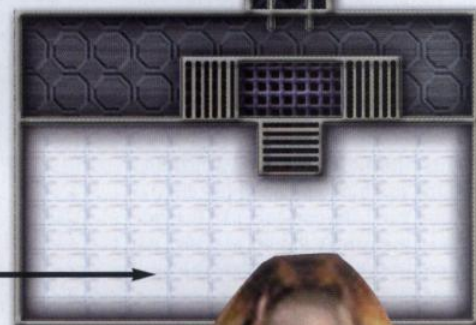


007 BONUS



DARTS

START



LEVEL OBJECTIVES

L4: BAD DIPLOMACY

- Gain access to secure room
- Use Passcode Generator on Griffin's computer
- Escape Embassy undetected

TARGET SCORE: 70,000

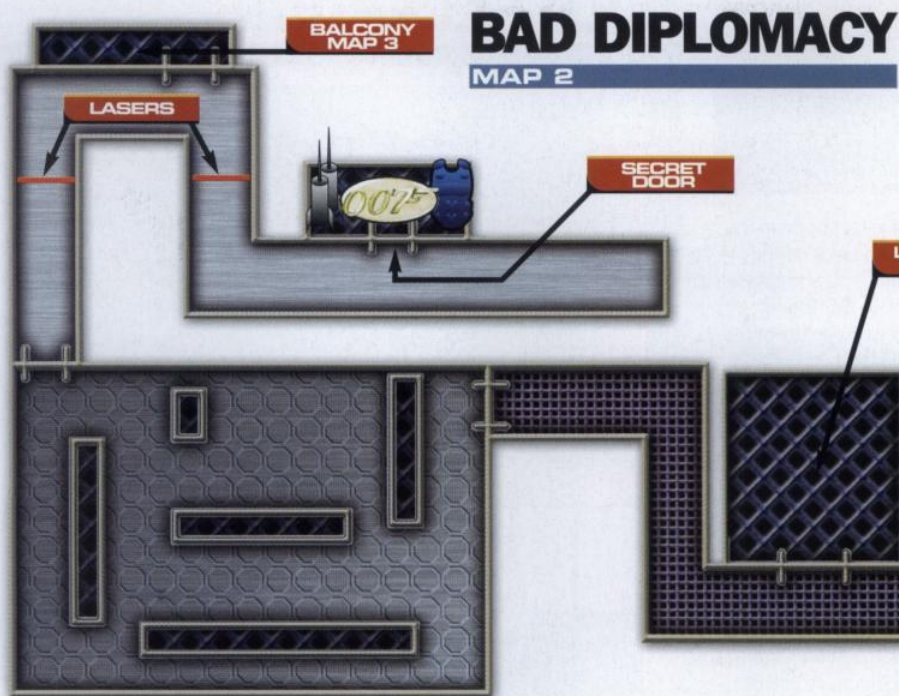


TOP SECRET

HEAD CASE

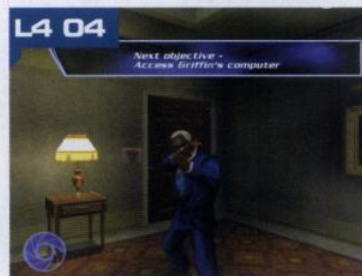
Go for a head-shot whenever possible as shooting the guards anywhere else takes multiple shots to kill them.





KEY:

-  007 BONUS
-  KEY CARD
-  ARMOUR
-  DARTS



COLD RECEPTION

LEVEL 5

Go up the steps and to the desk on the right. Press the button to open the door below. Go through it and follow the corridor to the vent at the end. Use the Q-Laser on the padlock and crawl inside [Bond Move]. Open the next vent with the laser, shoot the guard with his back to you [01] and pick up his **DEFENDER**. Now use the camera to photograph the **SATELLITE IMAGERY**. Open the other vent, crawl inside and go right. Open the next vent and shoot the guard then grab his **KS7**. Open the other vent and crawl inside for the first **007 BONUS**. Open the vent to the right, kill the guard then photograph the **BLUEPRINTS**. To the right you'll see a large picture of one of the twins. Go up to it and press A to find a secret room [02], inside which is some **ARMOUR** an **MRL-22** and some MRL-22 ammo. Do not break the glass in this small room, as it'll set off the alarms.

Go back out and through the door opposite. Go down the corridor then quickly look to the right and shoot the guard. Go down the corridor and pick up the **KEYCARD** off the shelf [Bond Move] then go through the door at the end. You'll be back at the start. Equip the MRL-22 then go up to the left desk and press the button. This opens the door below and two guards will run out. Fire a rocket at them before they set off the alarm [03] then pick up their **KS7** ammo. Go through the door and pick up a **007 BONUS** and some **ARMOUR**. Now go back to where you picked up the Keycard and get in the lift. Shoot the guard you see when the lift opens and grab the **ARMOUR** if you need it. Go through the door to enter the Mainframe room. Collect the **007 BONUS** beside the steps then dispatch the two guards before they can set off the alarm. Go over to the computer terminal and use the Keycard [Bond Move] then use the Q-Decryptor on the three Data Ports on the Mainframe

LEVEL OBJECTIVES

L5: COLD RECEPTION

- Photograph Satellite Imagery
- Photograph the Blueprints
- Retrieve data from basement mainframes
- Use tram cable to escape facility

TARGET SCORE: 90,000

[04]. Once that's done, get up onto the raised area at the end and pick up the Grenades, then use the camera to take a photo of the **MODEL OIL RIG** [Bond Move]. Now open the door, go down the corridor and get on the lift.

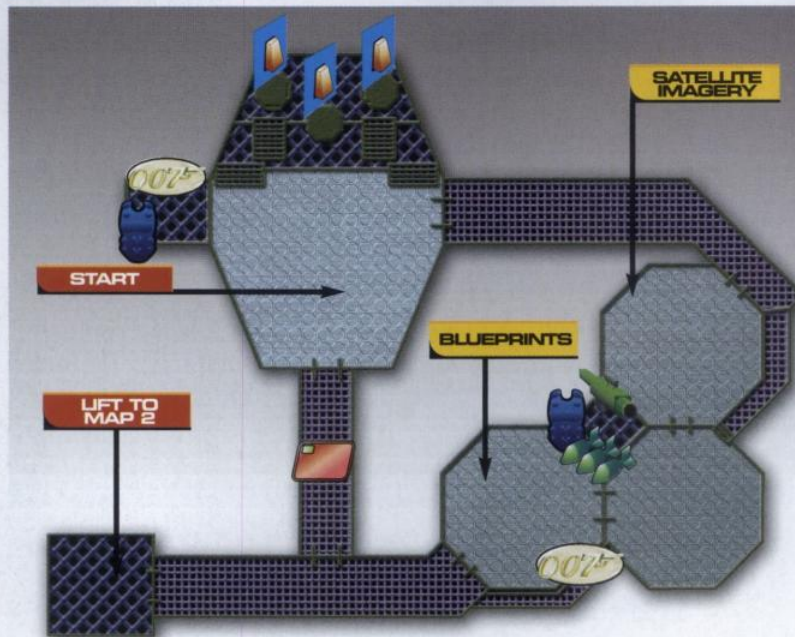
Go round the corner and use the Q-Claw to get up into the vent. Use the laser on the padlock ahead and drop through the hole. Shoot the guard and collect his **KS7** ammo then go down the short set of stairs and pick up some **P2K** ammo and some **ARMOUR**. Now look up and use the Q-Claw to get up to the vent above [Bond Move] [05], inside which you'll find a **007 BONUS**. Go all the way to the end of the shaft and drop out the end to find another **007 BONUS**. Shoot any guards

nearby then pick up the Grenades. Go up the stairs and use the Q-Claw to get up to the vent shaft opposite. Crawl left through the vent then shoot the guard in the room below when you reach the end, then drop down. Use your Q-Remote to download the program from the panel on the wall

[Bond Move] [06]. Leave the room and kill all the guards in the next room, trying to kill at least one by shooting a steam cistern [Bond Move]. Go down the stairs and pick up the **ARMOUR** and **KS7** ammo then go into the room nearby for some more **ARMOUR** and more **KS7** ammo. Exit this room and go right to find a **007 BONUS** behind a cistern. Now climb part way up the stairs and jump to the **007 BONUS** on top of another cistern. Go to the top of the stairs, head right and use the Q-Remote to open the door [Bond Move]. Kill the two heavy guards [07], pick up the **FRINESI** ammo and go into the tram room. Kill the two guards then use the ladder in the control room to get up to the roof and grab the cable.

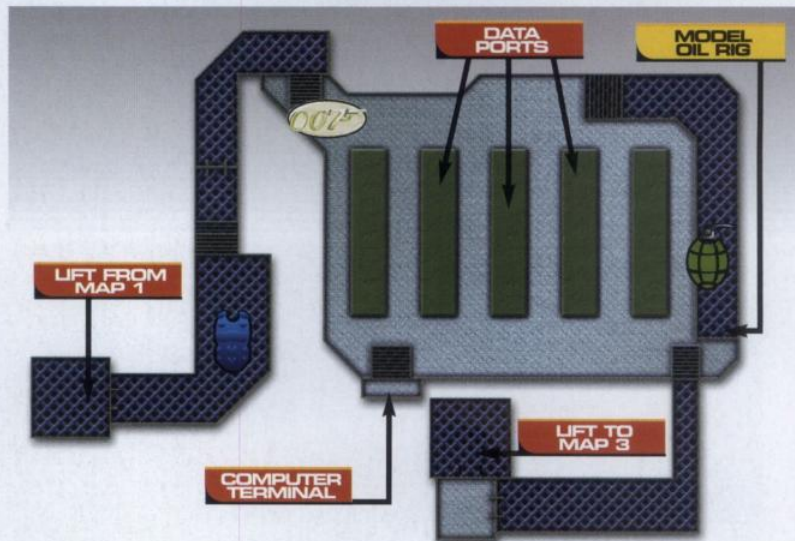
COLD RECEPTION

MAP 1



COLD RECEPTION

MAP 2



COLD RECEPTION

MAP 3

KEY:

-  007 BONUS
-  MRL 22
-  KEY CARD
-  ARMOUR
-  GRENADES
-  SWITCH
-  ROCKETS

LIFT FROM
MAP 2

007 BONUS
IN OVERHEAD VENT

TO
MAP 4

TO
CABLE CAR

TOP SECRET

MOVE MOVIE

Once you've finished the game with at least a bronze medal on the final level you'll see a long movie showing every Bond Move in the game.

COLD RECEPTION

MAP 4

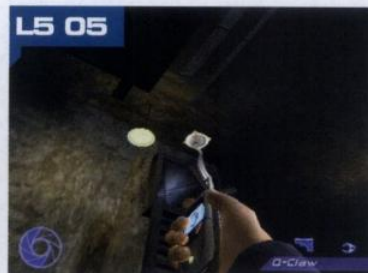
AMMO

DOOR
PROGRAM

ARMOUR & AMMO
IN ROOM BELOW

FROM
MAP 3

L5 05



L5 06



L5 07



NIGHT OF THE JACKAL

LEVEL 6

Walk forward and watch the bus smash into the gates, then shoot the two guards that appear ahead. Pick up the **KA-57** and KA-57 ammo then look right and shoot the guy throwing grenades. Shoot the two guards by the statue and walk forward to pick up the Grenades, **VIPER** and KA-57 ammo. You'll be able to see the laser sight from a sniper coming out of an alley, so poke your head round the corner and shoot him. Walk up to the crates below the sniper to find some **ARMOUR**. Now go back down and turn left then shoot the glass of the window on the right and grab the **007 BONUS**. Carry on down the street and look left to see some **ARMOUR** in another window and a **FRINESI** in another. Go back out towards the embassy and turn left. Walk down this road and shoot the guard that comes running out of the tunnel and grab his KA-57 ammo. Shoot the next two guards that come along and grab some more KA-57 ammo [01]. Now shoot the sniper up on the balcony and use the Q-Claw on the vent to the right of him. Jump to the balcony the sniper was on to get his **SSR 4000** [Bond Move] and a **007 BONUS**. Use the Q-Claw on the vent opposite and walk along the ledge and through the window [Bond Move]. Walk in the room, go through the door on the left and watch the cutscene in which R gives you the **Q-CARD**. Go into the secret passage, out onto the balcony and use the Q-Claw on the vent

opposite [Bond Move]. Drop down and then use the Q-Card on the door below. Grab the **ARMOUR** on the right then go up the stairs. Open the door at the top and shoot the guard when he appears in the opposite doorway. Grab his KA-57 ammo then head down the corridor and shoot the next guard round the corner. Pick up his **INGALIS** then enter the room behind you to find a **007 BONUS**. Carry on down the corridor and you'll come to a room containing three guards holding hostages. You can't open the door so you must shoot all three through the windows [Bond Move] [02].

Once they're dead, pick up three sets of Ingalis ammo then go through the door. Head down the corridor and, when you see two windows, the one on the left will explode revealing a guard outside. Kill him then proceed into the kitchen. Grenades are the best weapon to use to kill the four guards in here as they have good cover [03]. Once they're dead, pick up their Ingalis ammo and leave the room. Go down the corridor and kill the three guards past the lift then pick up the Ingalis ammo and KA-57 ammo. Once on the balcony, walk up to the Union Jack on the right and press B to reveal the secret passage [Bond Move]. Head down it to find Dr Damescu [Bond Move] then pick up the **ARMOUR** and use the Q-Card on the lift.

Shoot the barrels behind the guard on the upper walkway then shoot the second set below. Now go over to where the lower barrels were and pick

NIGHT OF THE JACKAL

MAP 1



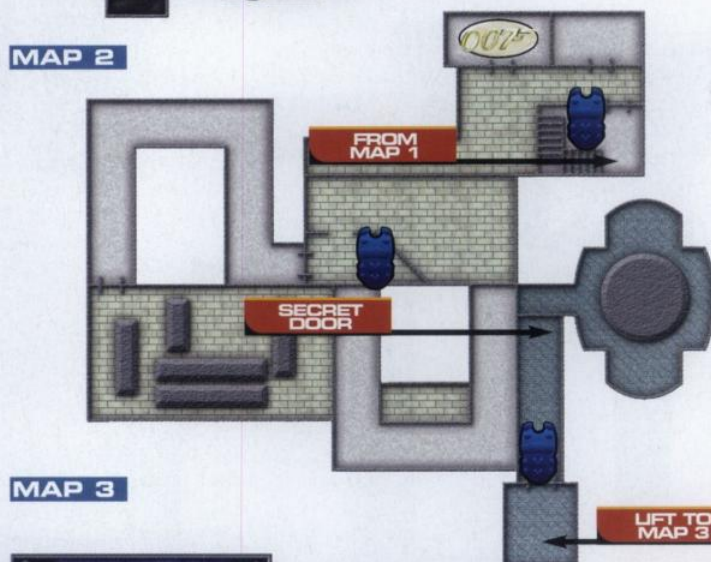
LEVEL OBJECTIVES

L6: NIGHT OF THE JACKAL

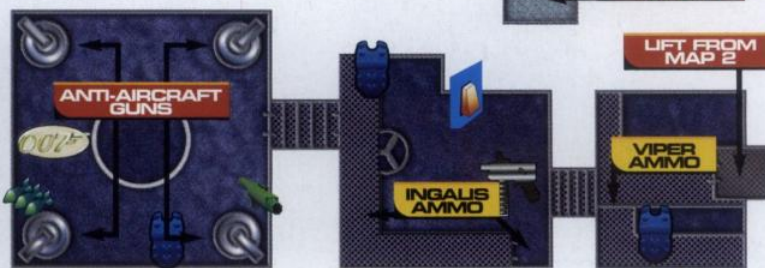
- Use Q-Claw to enter R's safehouse
- Infiltrate Embassy
- Rescue 5 civilian hostages
- Find secret passage and rescue Damescu
- Destroy helicopter gunship

TARGET SCORE: 90,000

MAP 2



MAP 3



up some **ARMOUR** and Viper ammo. Go through the door to find Carla the Jackal and immediately hide behind the boxes on the left, picking up some Ingalis ammo as you do. Use the Ingalis and shoot at Carla through the gap between the boxes. When she moves, shoot the barrels behind her to make her move again, then keep shooting (looking out for her grenades) until she goes behind a metal gate. When she does this, run over to the boxes on the right and press

the button to make a large metal arm push her into the fan below (ouch!) [Bond Move] [04]. Climb the ladder up to where Carla was and pick up her **FSU-4** and the **ARMOUR** then go through the door and up the stairs to the roof. Immediately run over to the top right corner to find a **007 BONUS**. Then take out your **SSR 4000** and look out for the helicopter gunship. When it appears, take cover behind some boxes and use the Sniper Rifle to shoot the pilot [Bond Move]. Gunship down in one shot!

STREETS OF BUCHAREST LEVEL 7

Drive down the road until you reach a fork in the road where you'll pick up **Q-SLICKS**. Take either fork then drive under the bridge to find a **007 BONUS** [01]. Continue down the road and take the left turn. When you reach a junction collect the Missiles opposite and drive down the alley, picking up the **ARMOUR** as you go. Go down the road opposite and cross the bridge, collecting the Rockets. You'll probably have bad guys chasing you by now so use the Q-Slicks to get rid of them [Bond Move]. Follow the road until you reach the station where you'll find **Q-SLICKS** and **ARMOUR**.

Go right and collect the **007 BONUS** from the end of the track, then turn around and destroy the helicopter using missiles [02]. Get up onto the platform on the right and pick up the **Q-LOCATOR** then destroy the other helicopter [Bond Move].

Now go back the way you came and

head for the bridge, which will be destroyed by a helicopter. Just keep driving and you'll jump over the hole [Bond Move]. Go back down the alley where a **007 BONUS** will have appeared. Go down the road opposite and follow it until you see a small tunnel followed by small park where you'll find the **DATA CHIP**. Keep driving and hit a sandwich board between two cars to put yourself up on two wheels

[Bond Move] [03]. Drive down the steps and go as fast as you can up the small hill to jump to the road opposite [Bond Move]. Drive through the fence and you'll collect a **007 BONUS** as you fall. Go down the steps and over another grass area and pick up the **Q-BOOSTER**.

Drive past the fountains and use the Q-Booster at the bottom of the stairs to send you over the river.

The second section of this level finds you riding in a tank with only a Chain Gun and Cannon at your disposal. Destroy all the cars you come across until you reach a courtyard. Shoot the barrels on the left

LEVEL OBJECTIVES

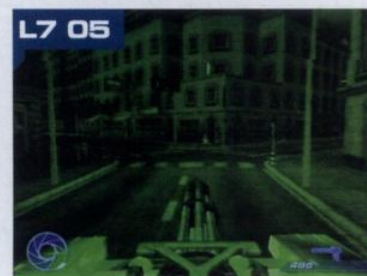
L7: STREETS OF BUCHAREST

- Retrieve Q-Locator
- Locate Data Chip
- Deliver Data Chip to R

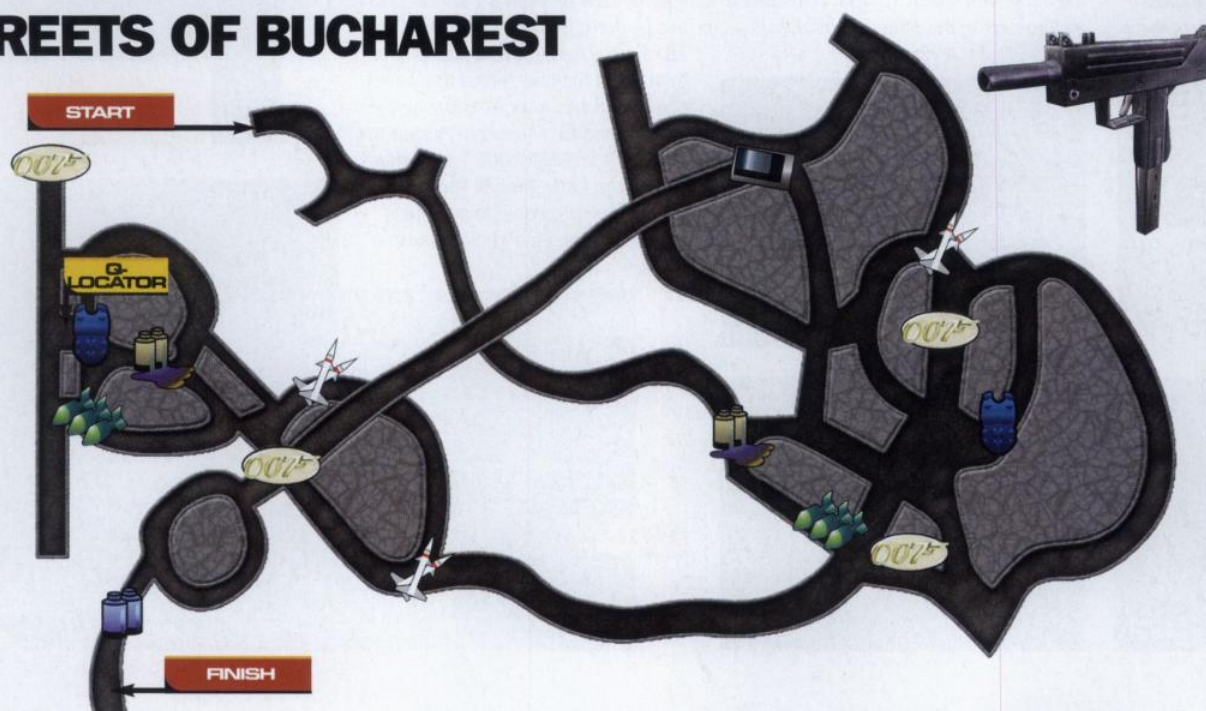
TARGET SCORE: 100,000

to destroy the van [Bond Move]. Destroy the two cars forming a roadblock before they fire too many rockets at you. Then fire the cannon at the helicopter at the end of the road [Bond Move]. Switch back to the Chain Gun and destroy the car at the crossroads. You'll see a cut-scene of a helicopter hovering over a bridge. When it's over, use the Cannon to destroy the helicopter [Bond Move] [04]. You'll now drive down an alley; shoot the tanker that drives past the end to earn a **007 BONUS**. Round the corner you'll see a hotel with two helicopters outside. Destroy them both to get another **007 BONUS**. Hurrah!

Once you exit the hotel you'll pick up **Q-VISION** goggles which help you see in the dark [05]. Shoot the guards then the helicopter that flies over. You'll encounter another three guards before a van pulls in front of you. Destroy that then shoot two more guards who are armed with rocket launchers. Round the corner, shoot the guards on the roof then the barrels on the left of the limo [Bond Move]. You'll carry on down the road, picking up some **ARMOUR** then some MGF 34 Shells. Once you've collected the latter, you'll see two tanks under a railway bridge. Don't shoot the tanks – aim for the train which is passing over them and hit one of the gas tank carriages to bring the bridge down on the tanks [06].



STREETS OF BUCHAREST



KEY:

- 007 BONUS
- MISSILES
- ROCKETS
- ARMOUR
- Q-SLICKS
- FRINESI
- SWITCH
- DATA CHIP
- Q-CLAW
- INGALIS

FIRE & WATER

LEVEL 8

LEVEL OBJECTIVES

L8: FIRE & WATER

- Infiltrate control room
- Chase Bloch into pump room
- Escape pump room
- Enter tower control room and confront Bloch

TARGET SCORE: 100,000

Walk along the pipes and climb up the ladder then shoot the guard. Pick up his **CALYPSO** then climb the next ladder. Shoot another guard and pick up some Calypso ammo then climb up the next ladder. Turn left at the top and shoot the two guards before they can sound the alarm [01]. Pick up the Calypso ammo and then climb the final ladder. At the top you'll see a short cut-scene with Bloch; when it's over, shoot the guard in who's front of the console, then duck behind the table and use the Q-Remote in order to download the **CRANE PROGRAM** [Bond Move].

Pick up the guard's **DEFENDER** then go over to the window Bloch is shooting through; look up and use the Q-Remote on Crane 1 to make it drop the crate [Bond Move]. Turn around and go through the door opposite and out onto the balcony. Pick up the **ARMOUR** then use the Q-Remote on Crane 2 [Bond Move] and Crane 3 [Bond Move]. Go back inside and use the Q-Laser on the door on the left [Bond Move]. Move back to the window and shoot the four guards outside, watching out for the helicopter.

Once they're dead, head outside and shoot the barrel in front of you to reveal a **007 BONUS**. Now go round the platform picking up Calypso ammo, an **FSU-4**, Grenades and **ARMOUR**.

Head down the stairs and go over to the fence. Bloch is on the other side shooting at you. Go up to the gate and use the Q-Laser on it and he'll run away [02]. Now use the Q-Laser on the vent to the right [Bond Move] and crawl inside. Use the laser on the lock at the other end of the vent then climb up the ladder. Shoot the guard and grab his Calypso ammo, then head round the corner and shoot another guard and then the sniper. Grab the Calypso ammo and the **SSR 4000**, then run back round the corner to avoid the fire from the guards below and the helicopter. When you're clear of the guards, use the SSR 4000 to shoot the pilot of the helicopter [Bond Move] [03] but don't take too long over it as he doesn't stick around forever. Climb back

down the ladder and get back in the vent. Once outside, use the Q-Laser on the opposite vent [Bond Move] and pick up the **ARMOUR**. Crawl to the other end then shoot the barrels in the room you reach to take out the guards. Open the vent and pick up their Calypso ammo and the **007 BONUS** then get back in the vent.

Run over to the security room on the left and use the Q-Laser on the chest to get an **SSR 4000**, then pick up the **ARMOUR** and go over to the cranes on the left to find a **007 BONUS**. Turn around and go over to the other side of the

FIRE AND WATER KEY:

MAP 1

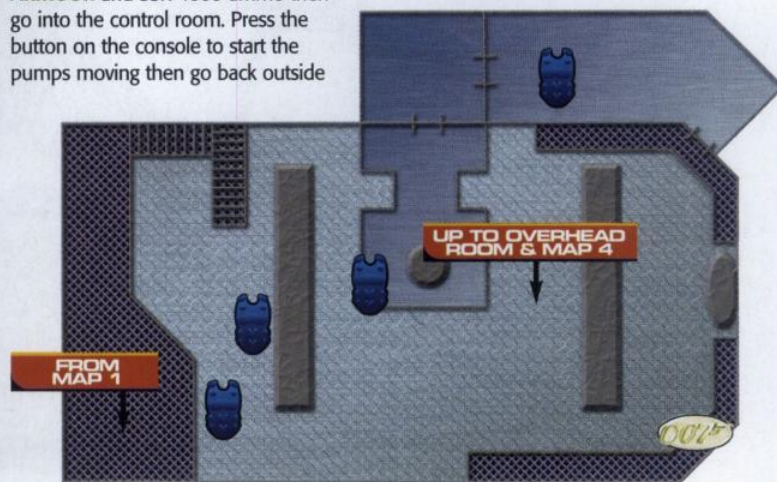


platform to find another **007 BONUS** behind the forklift truck. Some more guards will now appear so shoot them [04] and grab their Calypso ammo before climbing the stairs up to the helipad. Press the button to lower the small bridge then press the button to open the door. Shoot the three guards that attack you. Pick up the **ARMOUR** and their **FSU-4** ammo then use the tank to refuel your Q-Jet. Run down the stairs and shoot the guards and the two snipers. Go to the other end of the pump room and pick up the **007 BONUS** under the platform. Now use your Q-Claw on the vent to get up to this platform [Bond Move]. Use the Q-Jet to get across to the central platform then shoot the two guards that attack, one of which is a super, and grab their Calypso and **FSU-4** ammo. Pick up the **ARMOUR** and **SSR 4000** ammo then go into the control room. Press the button on the console to start the pumps moving then go back outside

MAP 2



MAP 3



L8 01



L8 02



L8 03



L8 04



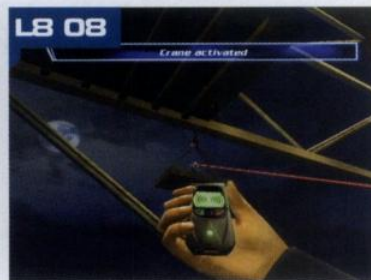
and shoot the two super guards below. Drop down to the pump room floor and refuel the Q-Jet. Q-Claw back up to the platform then jump onto the moving pump [05]. When it lifts you into the room above, use the Q-Jet to jump off the pump. Shoot the guards who attack (shooting the tank on the forklift helps), then pick up the Calypso and FSU-4 ammo. Leave through the door to find yourself outside again.

Look up and shoot the sniper and the guard on the large cisterns. Turn right and pick up the **007 BONUS** from behind the barrels. Now go over to the left cistern and pick up the **007 BONUS** and **ARMOUR** from underneath it [06]. Climb the ladder on the right cistern and pick up the FSU-4 ammo then use the Q-Claw on the vent on the left cistern [Bond Move]. Pick up the SSR 4000 ammo and **ARMOUR** then Q-Claw to the other cistern again. Grab the hook to slide over to the tower then shoot the

guards that appear. Over in the corner is a guard throwing grenades. Look up to see a crate suspended above him and then use the Q-Remote to bring it down on his head [Bond Move] [07]. Pick up the Grenades, Defender ammo and **ARMOUR** from where he was standing then get on the lift. You'll now be attacked by another helicopter so take out your SSR 4000 and shoot the pilot [Bond Move]. Now shoot the barrels next to the boxes and pick up the **007 BONUS** and some **ARMOUR**. Shoot the barrels outside and pick up the **MRL-22** behind them. Climb the ladder to reach the platform above and use the Q-Remote on the cranes to lower platforms holding the two snipers [08]. Cross to the other side of the platform and look up to see the guard throwing grenades. Shoot him then use the Q-Claw on the vent above him [Bond Move]. Climb up the ladder and use the Q-Laser on the padlock then sit back and watch the cut-scene.

FIRE AND WATER

MAP 4



FORBIDDEN DEPTHS LEVEL 9

LEVEL OBJECTIVES

L9: FORBIDDEN DEPTHS

• Eliminate Nigel Bloch

TARGET SCORE: 110,000

Shoot the guard ahead for some KA-57S ammo. After the bend, shoot the gun turret on the ceiling then destroy the tram you encounter at the bottom of the hill. After the next couple of bends, shoot the two guards in the tower and collect the KA-57S ammo and **007 BONUS** underneath (you

must shoot both guards for the bonus). Shoot the two turrets at the end of this tunnel and pick up the KA-57S ammo.

After a short cut-scene you'll arrive at a station. Shoot all the guards, then, when it's revealed, shoot the red button to open the door [Bond Move] [01]. You'll collect some **ARMOUR** on the way out then another tram will appear in front of you. Destroy it then shoot the turret at the end of the glass section. Immediately turn round and shoot the guard in the tram behind

you. After a couple of forks in the track, another tram will pull in front of you; shoot it to stop the guard firing rockets at you until he crashes into a door. Another tram containing Bloch will pull in front of you.

You can't kill him so just shoot him in order to stop him firing at you until he takes a different route. Shoot the turret round the next corner then the guard so that you can get his **SHOTGUN**. Shoot another guard round the corner then the turret at the top of the hill before arriving at another station.

Shoot the barrel on the right to take out a group of guards [Bond Move] [02] then shoot the rest. The door will open to reveal a tram carrying a guard with a rocket launcher. Destroy him before he can get a shot off, then pick up some **ARMOUR** and destroy the turret in the next tunnel followed by a guard, a turret, a guard, a turret, a guard, another guard, a turret and finally a guard. Shoot the two guards in the

tower and collect the KA-57S ammo and the **007 BONUS**. You'll now catch up with Bloch again so shoot him until he accelerates away from you. He'll now start dropping mines, so shoot each one and collect the **007 BONUS** that appears if you shoot them all. Shoot the turret then collect the **007 BONUS** that appears if you've destroyed every turret. Shoot the grate then the three fans [Bond Move]. Shoot another grate then the two steam valves to turn off the steam [Bond Move].

Shoot the final grate to find yourself in a large chamber on a track that circles a control centre. Shoot the three guards at the side of the track and pick up the **ARMOUR** and KA-57S ammo. Bloch will start firing at you from the control centre, so shoot at him until he runs inside. Now shoot three more guards and pick up their **RCH-1** rocket launchers. After a short cut-scene, fire a guided missile at the red generators above (once the rocket is fired you can control it to its destination). Do this to all three generators to destroy the control centre and watch Bloch plunge into the lava.



POSEIDON

LEVEL 10

LEVEL OBJECTIVES

L10: POSEIDON

- Infiltrate clone labs
- Raise lab equipment temperature
- Increase lab system pressure
- Disrupt chemical balance in lab system
- Board submarine to escape

TARGET SCORE: 120,000

Use the Q-Laser on the large vent and collect the **007 BONUS** inside. There is also some **ARMOUR** in here but you won't need it yet. Now open the smaller vent and crawl inside **[Bond Move]**. Open the vent at the other end, shoot the guard who walks by and pick up his **VIPER**. Use the Q-Decryptor on the door opposite then shoot the guard inside **[01]**. Pick up the **PS100** and Grenades then leave the room. Open the other door and shoot both guards then pick up some Grenades and PS100 ammo. Get in the lift and press the button then shoot the two super guards that appear and collect their PS100 ammo. Open either of the doors then shoot the guard and the two scientists that are round the corner **[02]**. Pick up all the PS100 ammo and the **ARMOUR** then press the button to open the door.

Collect the **007 BONUS** from beside the barrels on the right then head into the room, picking up the **ARMOUR** behind the boxes as you go. Shoot the four guards in here then use the Q-Remote on the three tanks to get the **TEMPERATURE CONTROL PROGRAM [Bond Move]**, **SYSTEM PRESSURE PROGRAM [Bond**

Move] and **CHEMICAL REGULATOR PROGRAM [Bond Move]**. Three more guards will appear when you've done this, so shoot them **[03]** and pick up the PS100 ammo. Head over towards the lift and pick up the **ARMOUR** behind the barrels. Shoot the super guard who has come out of the lift and pick up the PS100 ammo. Now get in the lift and press the button.

Sneak out of the lift and go down the stairs then through the door on the right. Strafe in front of the doorway and shoot the guard before he can turn on the security lasers. Activate the security laser yourself **[Bond Move]**. Turn round and shoot the guards who run in, then take out the ceiling turrets through the gap in the glass. Pick up the **ARMOUR**, **VERIFICATION CODE**, Grenades and all

the PS100 ammo then go back out into the lab. Start on the left and shoot the scientist at the workstation **[04]**. Use the Q-Remote on the tank controls **[Bond Move]** then pick up the **UGW**. Head round to the next workstation, shoot the guard, pick up the **UGW** ammo and **ARMOUR**

then use the Q-Remote on the tank controls **[Bond Move]**. Move round to the final workstation, kill the guard, pick up his **UGW** ammo then use the Q-Remote on the tank controls **[Bond Move]**. Pick up the **007 BONUS** in the corner. then go over to the other side of the lab and use the Q-Decryptor on the door. Shoot the super guard behind the door and pick up the **UGW** ammo, then run up the stairs.

Go into the storage cupboard on the right and pick up the **007 BONUS**,

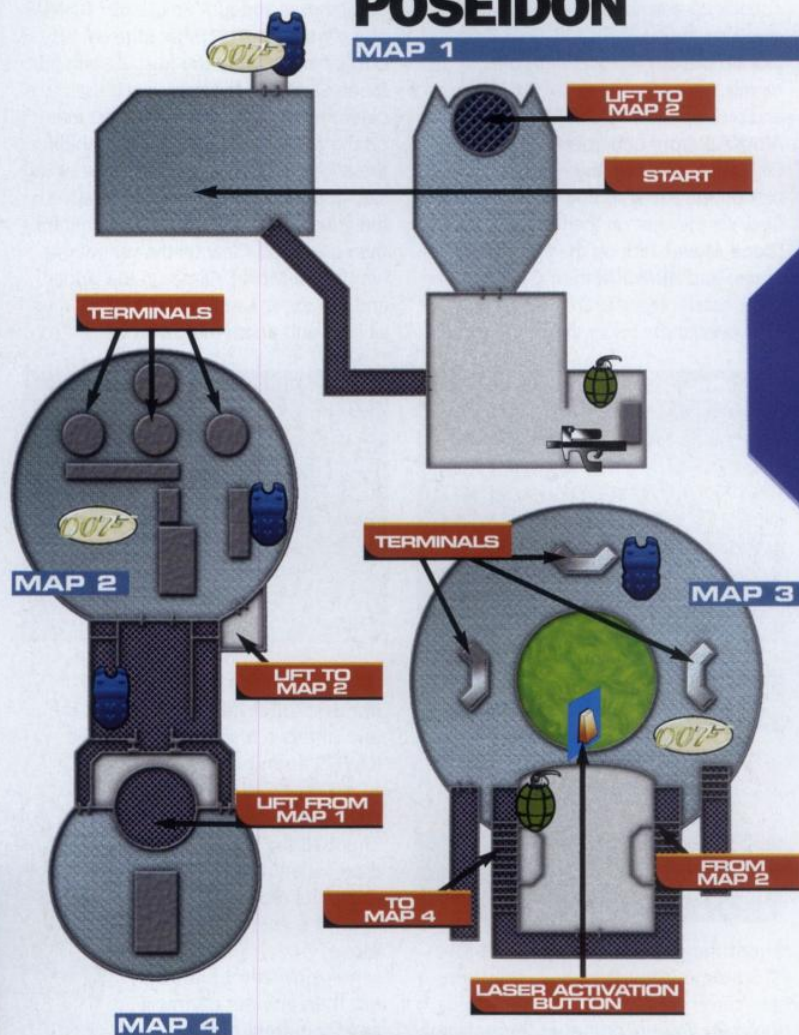
ARMOUR and Grenades. Avoid the fire from the snipers and the grenades from a guard on the right and take them out with the **UGW**. Go through the doorway and shoot the guard in the corridor. In the room where the sniper was, pick up the **SSR 4000** and press the button to lower the bridge **[Bond Move]**. Head along the walkway and shoot the three guards firing at you from the other side. Run down the stairs and go underneath them to find

some **ARMOUR**, then use the Q-Laser on the vent and crawl through to the other side. Look up and shoot the guards throwing grenades at you. Pick up the **007 BONUS** then shoot the barrels and go forward. Hide behind some boxes and shoot the three guards that appear. Pick up the PS100 ammo and **UGW** ammo then head forward until three more guards appear. Shoot them then climb the bridge to get onto the submarine.

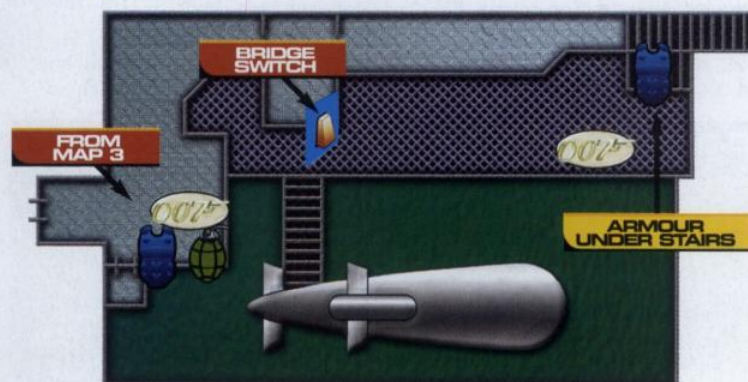


POSEIDON

MAP 1



MAP 4



L10 01



L10 02



L10 03



L10 04



This level has two starting points depending on whether you picked up the Verification Code in the previous level. For this guide we'll assume that you picked it up. Walk forward and pick up the 007

Collect the **007 BONUS** then enter the other cell and use the Q-Laser on the vent. Climb inside **[Bond Move]** and crawl down the vent then use the laser on the second grate you come to. Shoot the two guards below then carry on crawling to the end of the vent and pick up the **007 BONUS**. Use the laser on the last grate and shoot the guard and the super guard below **[021]**. Drop down and pick

PROGRAM [Bond Move]. Now use the program on the Harrier Jet below. Enter this room then go back outside and go down to the left. Shoot the guards and go over to the chainlink gate and use



that program on the Harrier Jet below. Leave this room then go back outside and drop down to the left. Shoot the guards then go over to the chainlink gate and use

The Gold Medal rewards are enabled automatically. However, if you want to disable their effects, go to the Options menu and turn Gold Rewards off.

L11:MEDITERRANEAN CRISIS

- Go to briefing room for MI6 update
- Disarm warhead
- Rescue Zoë Nightshade
- Destroy cloned leaders' helicopter

TARGET SCORE: 130.000

MAP 1

	007 BONUS
	ARMOUR
	FRINGS!
	SWITCH
	PS 100
	GRENADES



In the next room, pick up the **ARMOUR**

and go through the door. Go up the stairs and shoot the guard then use the Q-Remote to start up the Harrier below and kill the guards **[Bond Move]**. Go up the stairs and shoot the guard outside. Pick up the PS100 ammo and head round the corner. Look up and shoot the guard above then use your Q-Claw on the vent **[Bond Move]**. Shoot the four guards who run in, then enter the small room on the left for some **ARMOUR** and SSR 4000 ammo. Go through the door on the other side of the room. At the bottom of the stairs, pick up the **007 BONUS** behind the crates. Run up the stairs, looking out for grenades, then shoot the guard throwing them **[05]**. Now shoot the super guard and look out

A screenshot from a first-person shooter game. The player is in a dark, industrial environment, possibly a tunnel or a large underground facility. The walls are concrete and there are some pipes or structural elements visible. In the distance, there is a bright light source, possibly a fire or a large opening. The player's weapon, a handgun, is visible in the bottom right corner. The text "04" is in the top left corner, and "NO. 402" is in the bottom right corner.

A screenshot from a first-person shooter game. The player is looking down a dark, industrial staircase. At the bottom of the stairs, two enemy characters are visible. The player's hand and a weapon are visible in the bottom right corner. The game's HUD shows a blue circular reticle in the bottom left and a score of '04 - 05' in the bottom right. The number '05' is also visible in the top left corner.



TOP SECRET

FISTICUFFS

On the earlier levels try to just use your fists to take out solitary guards as this will keep your accuracy rating and ammo efficiency high, giving you a higher score.

for more grenades being thrown. Carry on up the stairs and shoot the guard throwing them then the sniper at the very top.

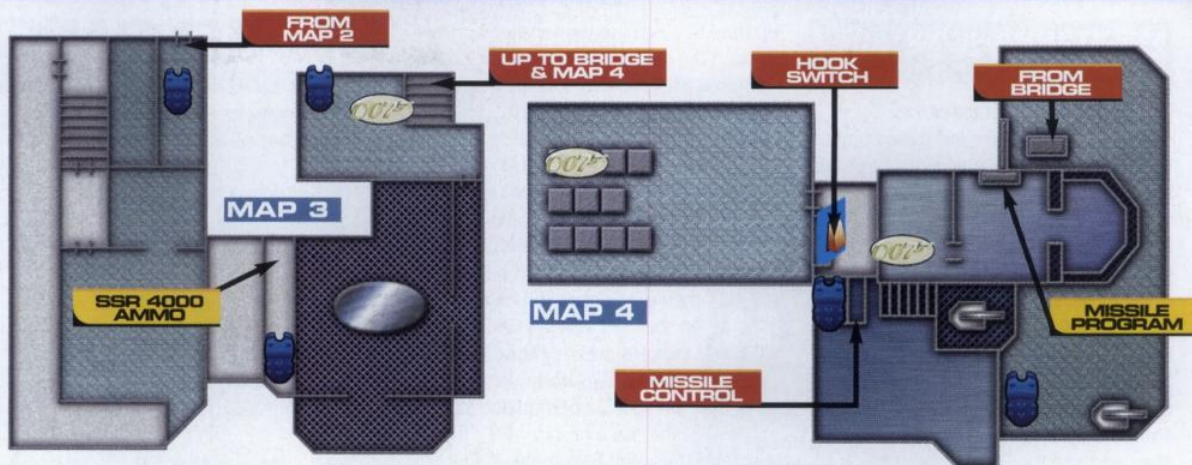
Pick up the **ARMOUR** then open the door to the bridge. Shoot the guards inside, then, when helicopter starts firing at you from outside, use the SSR 4000 to shoot the pilot [**Bond Move**]. Pick up Armour in corner then use Q-Laser on the hatch at the top of the ladder. Outside, shoot the two guards then head round the corner and destroy the barrels next to the ladder to reveal some **ARMOUR** [06]. Use the laser on the hatch then climb the



EVIL SUMMIT

LEVEL 12

Turn right and go through the doors, shooting the guard on the other side and stealing his **PS100**. Pick up the **ARMOUR** in this room then use the Q-Laser on the chest [**Bond Move**] to find an **SSR 4000**. Unfortunately it only has two rounds, so go over to the window and shoot the two snipers on the right tower [01]. Exit this room and head right over the walkway, trying not to get hit by the two remaining snipers and picking up the **ARMOUR** on the way if you need it. Go to the bottom of the left tower and wait for the lift to come down, collecting some more



ladder. Shoot the two guards then use the Q-Remote on the console to get the **MISSILE PROGRAM** [**Bond Move**]. Now use the laser on the chains to free the crew member [**Bond Move**] and she'll unlock the door for you. At this point you have a choice. You can grab the hook [**Bond Move**] then let go immediately to drop down to a lower ledge. However, you



can also see a **007 BONUS** on the ledge above, which you can't reach: you need to drop down through the hole above to get it but then you won't get the Bond Move for using the hook. Use the laser on the hatch and drop through then press the button and watch as Zoë leaps to safety [**Bond Move**] [07]. Now go through the door and shoot one of the depth charges



to kill the two super guards. Grab the **007 BONUS** then go through the right-hand door. Climb down ladder, pick up **ARMOUR** and go through door. Use the Q-Remote on the console to fire a missile at the sniper [**Bond Move**] [08] then shoot the super guard that runs towards you. Run up the stairs and man the anti-aircraft gun. Shoot the helicopter (once it takes off) until it's destroyed [09]. Now go down the stairs to the Harrier Zoë is flying.



ARMOUR while you wait. Ride it up and shoot the two snipers then pick up their **SSR 4000** ammo and **DEFENDERS**. Now use the Q-Remote on the console to obtain the **Access Hatch Program** [**Bond Move**] then collect the **007 BONUS**. Grab the cable to slide across to the other tower [**Bond Move**] [02] and pick up

LEVEL OBJECTIVES

L12: EVIL SUMMIT

- Infiltrate Alpine Base
- Rescue 8 world leaders
- Escape silo on elevator
- Defeat Bloch

TARGET SCORE: 130,000

the **SSR 4000** ammo, Grenades, **ARMOUR** and **007 BONUS**. Now grab the other cable to slide down to the Security room [**Bond Move**]. Drop a grenade down through the hole to blow up the guards inside [03] then pick up their **0175** and make a dash for the walkway using the Q-Remote to open the hatch [**Bond Move**]. Kill the guard inside and then run to the other end of the corridor. Open the door and run along the walkway to the other side and go through the



door. Climb the ladder to the upper walkway and run along it. Pick up the **ARMOUR**, **SSR 4000** ammo and **007 BONUS** then use the Q-Laser on the cable to send the console crashing down [**Bond Move**], hopefully on some guards [04]. Climb back down the ladder and head left to find the main room. Kill any remaining guards to rescue the first four world leaders. Now go over to the Silo 1 console and use the Q-Remote to get the **SIL0 1 ACCESS PROGRAM**. Go through the doorway on the left and follow the corridor then use the Q-Remote on the door you find [05]. Pick up the **ARMOUR** just inside the door and follow the corridor into the Silo. Go out onto the



platform and drop down to the ledge on the left then jump to the ladder and climb down. Pick up the **007 BONUS** at the bottom then climb back up the ladder. Shoot the two guards to rescue the French Prime Minister **[Bond Move]** then pick up their PS100 ammo. Now exit this Silo and go back to the main room. Go over to the Silo 2 console and use the Q-Remote to get the **SILO 2 ACCESS PROGRAM**, then follow the corridor and use it on the door. Pick up the **ARMOUR** just inside the door then shoot all the guards you can see through the doorway to rescue the German Chancellor **[Bond Move]**. Go

round to the right to find another **007 BONUS** **[06]**. Go back to the main room and use the Q-Remote on the Silo 3 console to get the **SILO 3 ACCESS PROGRAM** then use it on the door at the end of the corridor. When you reach the silo, drop down to the ledge on the left then use the Q-Claw on the vent above. Shoot the three guards to rescue the UK Prime Minister **[Bond Move]** **[07]**. Pick up all the PS100 ammo then use the Q-Claw on the vent above the door you first came in by. Go back to the main room and use the Q-Remote on the Silo 4 console to download the **SILO 4 ACCESS PROGRAM**.

Use it to open the leading to the Silo then shoot two guards to rescue US President **[Bond Move]**. Pick up 017 ammo then climb down ladder and collect **007 BONUS** at the bottom. Go through door and down corridor. Pick up **ARMOUR** and get on lift.

After the cut-scene, you face Bloch who is armed with a rocket launcher and a jetpack **[08]**. Pump some rounds into him until he flies off. Now run to one of the gas tanks to refuel your Q-Jet and pick up some **ARMOUR** if needed. Use Q-Jet to get up onto walkway above then shoot Bloch until he flies off again. Every time he lands in a new place, shoot him so he

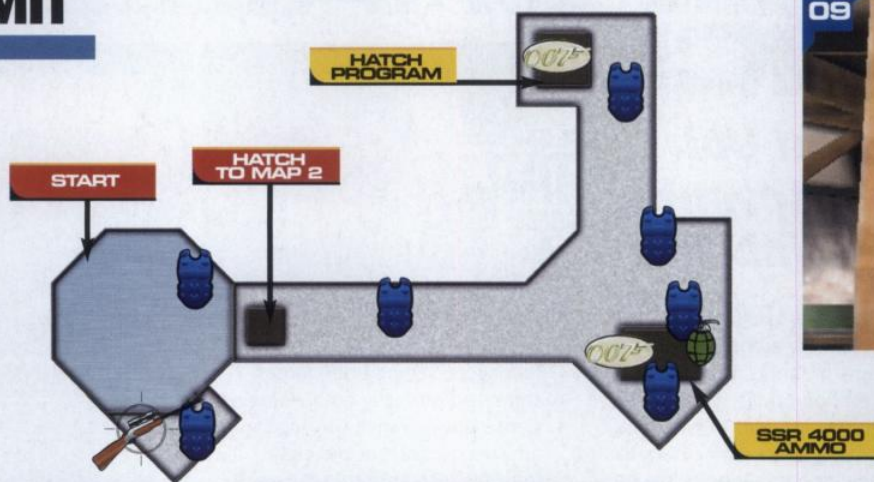
can't fire any rockets. Eventually he'll fly up to the top walkway: fire a rocket at the central platform and run off. Drop down to floor, refuel Q-Jet and grab some more **ARMOUR** if needed. Now use the Q-Jet to get onto the broken central platform then use the Q-Claw on the vent above the tunnel on the upper walkway. Enter the tunnel and you'll slide down to a final confrontation with Bloch. When you come out of the tunnel, you'll collect Bloch's **MLR-22** which he's dropped. You may have noticed that the building is collapsing around you, so quickly fire a rocket at Bloch to send him flying out the window **[09]**. That's it!



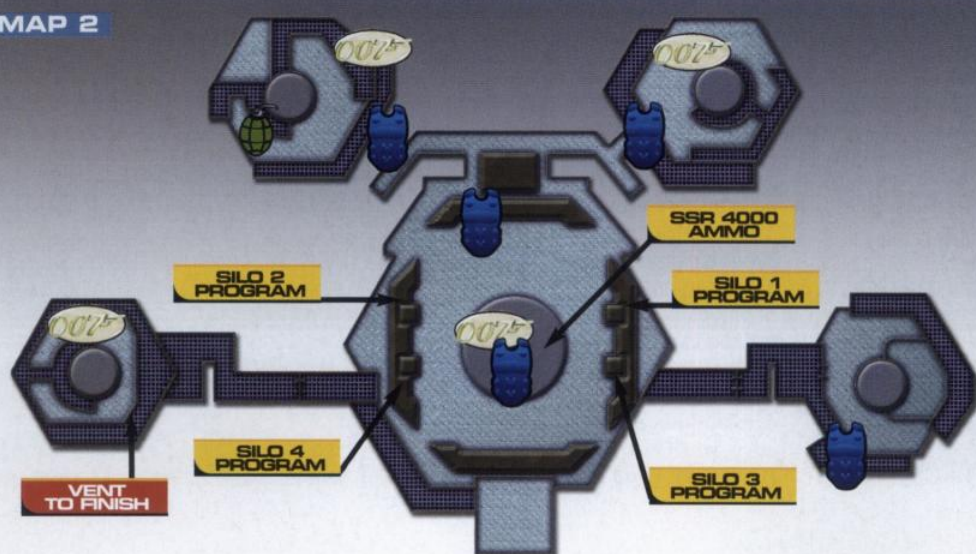
EVIL SUMMIT

MAP 1

KEY:



MAP 2



WELCOME TO ADVANCE...

Mmm, memories. While we have to admit that we're impressed with the totally new offerings that the Game Boy Advance has been featuring over the last couple of months, one of the things that pleases us just as much is the small number of older multiplatform games that have seen a revival on Nintendo's handheld. Not only have we got versions of *King Of The Fighters* and *Medal Of Honor* (both great games on their own consoles) coming in the next few months, but you'll also see classic titles like *Yoshi's Island* and *Zelda* – from the SNES – and *Pinball Challenge* – reviewed right here, from the Amiga – showing their faces as well. Right now, the GBA is the perfect console for hardcore gaming... you have got one, haven't you?



ADVANCE

Only the best make it into ADVANCE – if it isn't here, it isn't worth buying...

PINBALL CHALLENGE ADVANCE

Thanks to the bods at Ubi Soft, the Game Boy Advance sure plays a mean pinball...

CUBE
STAR
GAME



WATCH A LITTLE metal ball ricocheting around a table for hours on end – yes, that's the joy of *Pinball Challenge Advance*, a compilation port of two classic pinball games dating back to the early nineties. It looks like our wasted youth has come back to haunt us... still, given that we still have incredibly fond memories of playing *Pinball*

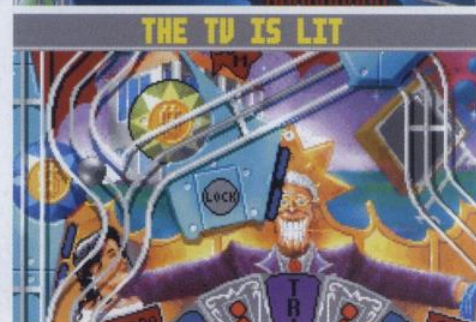
CUBE

INFORMATION

PUBLISHER: UBI SOFT
DEVELOPER: BINARY NINE
GENRE: PUZZLE
PLAYERS: 1
RELEASE: OUT NOW

STATS

- REMAKE OF AMIGA CLASSICS
- EIGHT TABLES TO EXPERIENCE
- FAST-MOVING BALL PHYSICS
- CHALLENGES AND SKILL TASKS
- TAKE YOUR PINBALL TABLE ANYWHERE!



Dreams and *Pinball Fantasies* on our Amigas when we were teenagers, seeing both games squeezed perfectly onto a single Game Boy Advance cartridge amazes us. Each of the eight tables is recreated to a tee, with all the visual and audio touches that we remember from the original games being included. Even better though is that they're all just as playable as they were all those years ago – in fact, we're worried that we'll soon be playing our GBAs whenever we have a spare five minutes.

Put simply, the *Pinball Dreams/Fantasies* series was always among the best examples of pinball in our minds and that's still the case today, even on a tiny handheld. If you need a game that'll keep you going for ages and never lose its edge, you'll want this game without question.

CUBE
RATING
93

CASTLEVANIA: CONCERTO OF THE MIDNIGHT SUN



Vlad's back and it's a Belmont to rescue... haven't we been here before?

GIVING THE PEOPLE what they want is a sure-fire way of becoming popular – however, in the games industry it's something that happens all too rarely. With the latest version of *Castlevania* on the GBA though, it appears as though Konami has listened to fans of the series and created a game that will not only appeal to new gamers, but also make hardened vampire hunters happier than ever.

Although at first glance *Concerto Of The Midnight Sun* (to be named *Harmony Of Dissonance* when it arrives over here... no, we don't know why either) look remarkably like its predecessor *Circle Of The Moon*, it's got more in common with the PSone game *Symphony Of The Night*. Taking control of Juste Belmont fifty years after your ancestor Simon emerged

victorious, it's once again your job to whip, jump and generally fight your way through Dracula's castle in an attempt to put the old blood-sucker out of business once more. This time around though, there are two massive alternate castles to explore; warping between them is vital, as it's the only way to unlock new areas and find essential relics. Not surprisingly, there are the usual compliment of demonic hordes to wade through and nasty bosses for you to slaughter, as well as plenty of treasures and other goodies to grab. But should you get it? Most certainly – any adventure fans out there (as well as the obvious *Castlevania* fans) will lap this up in no time 'cause it's certainly one of the most enjoyable games of its kind that we've played in ages.

**CUBE
RATING
92**



Despite being on a handheld, the background scenery is totally lush... it's almost like being there yourself!

BOOK 'EM, DANNO!

Whereas *Circle Of The Moon* had its own totally new system of magical cards to help power up your character and give him different abilities, *Concerto Of The Midnight Sun* features a much simpler and yet diverse method. On the magic side, you have the opportunity to collect spellbooks that can help power-up your secondary weapons – each filled with elemental magic, they can bless your weapons with the power of Fire, Wind, Water, Lightning or Darkness and cause all manner of destruction to be unleashed. Then there's your character himself; although you'll have to kill multiple enemies in order to build up your levels and make you stronger, you also have the opportunity to collect armour and other items that are lying around which can be equipped to boost your stats. Finding the right items and using them properly is crucial to your continuing survive, so search everywhere!



"KONAMI HAS CREATED A GAME THAT'LL BOTH APPEAL TO NEW GAMERS AND ALSO MAKE HARDENED VAMPIRE HUNTERS HAPPY"

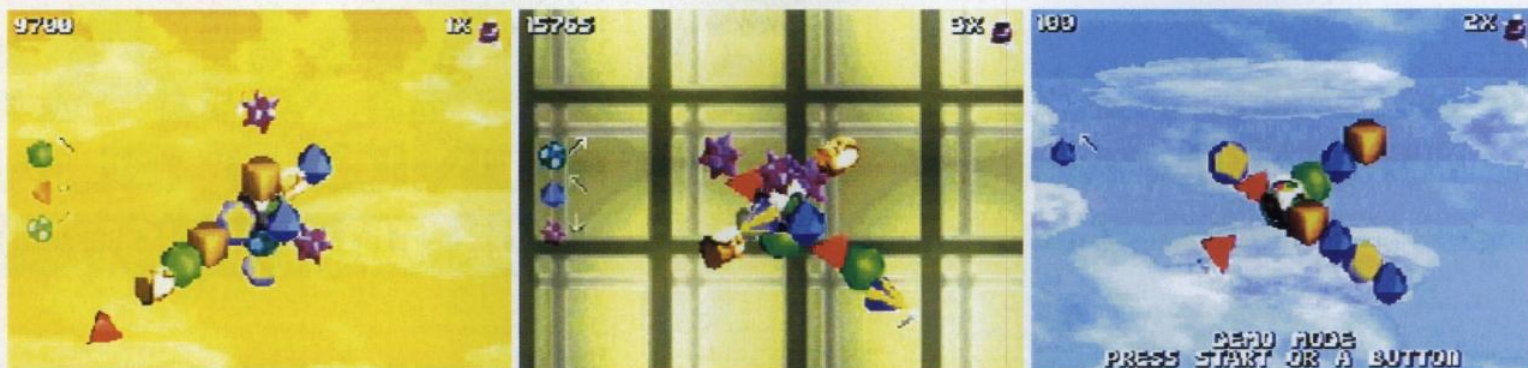
CUBE

⊕ INFORMATION

PUBLISHER: KONAMI
DEVELOPER: IN-HOUSE
GENRE: PLATFORM
PLAYERS: 1
RELEASE: TBA (UK)

⊕ STATS

- ORIGINAL CASTLEVANIA GAME
- TWO CASTLES TO EXPLORE
- NEW SPELLBOOK SYSTEM
- COLLECT ARMOUR AND WEAPONS
- MASSIVE BOSSES TO DEFEAT



ZOOCUBE

Imagine you're playing three-dimensional Columns on a six-sided Rubick's Cube...



Rotate the cube, connect the shapes and score points... a simple concept, but great fun.

AS THE SCREENSHOTS show, *ZooCube* isn't concerned with graphical flair; instead the focus is on compelling gameplay. So what does *ZooCube* play like? Well, you rotate a cube (the *ZooCube*) onto which mis-shapen figures travel towards from alternating directions. Now here's the important part – by rotating the six cube faces, you can clump together pairs of matching figures which disappear upon touching each other. You can shuffle the order of shapes in your six columns to your advantage and the game is over when a column exceeds the length of the playing screen... basically you keep doing this for as long as you possibly can.

ZooCube, as with all the best puzzle games, has a simple concept that is easily played but difficult to master. It's absorbing, makes time fly by, and has certain novelty about it... but it isn't quite an instant classic. Its not because the controls aren't intuitive enough, neither is it to do with the potential longevity of the game. Instead, as the score suggests, *ZooCube* is a well-executed piece of software, but lacks that need to obsessively play it. Although other styles of game can score averagely yet still be fun in parts, a puzzler relies entirely on pretty much one idea. With *ZooCube*, the sole gameplay element of rotating, stacking, and matching your shapes (although consuming and enjoyable at the time) simply isn't exciting or playable enough to be truly compulsive, and it's that 'just one more go' addiction factor that the very best puzzle games thrive on, but sadly *ZooCube* sorely lacks.

CUBE
RATING
78

"IT'S THAT 'JUST ONE MORE GO' ADDICTION FACTOR THAT THE VERY BEST PUZZLE GAMES THRIVE ON, BUT SADLY ZOOCUBE SORELY LACKS"

PICK 'N' MIX

Although seemingly very simplistic to play, *ZooCube* allows for a bit of cunning in how you match up the geometrically modified figures. As well as being able to rearrange your stack of shapes at any time, you can get bonuses for 'balancing' your *ZooCube* with an optimum variety of shapes across the separate faces. Additionally, you should plan your next moves by glancing (if you have time) at the left of the screen and view the direction and type of the next three approaching shapes. Try not to be too clever about it though – using all these tactics simultaneously often results in having to frantically pound at the smart bomb buttons!



CUBE

INFORMATION

PUBLISHER:	ACCLAIM
DEVELOPER:	PUZZLE KINGS
GENRE:	PUZZLE
PLAYERS:	1-2
RELEASE:	OUT NOW

STATS

- THREE AXIS ROTATION
- TWO PLAYER MODES
- POWER-UPS
- SMART BOMBS
- SEVEN MODES OF PLAY

**FOR WHEN YOU REALLY
HAVE TO PUT YOUR GAME
BOY ADVANCE DOWN...**



**TOTAL ADVANCE
THE HANDHELD
PICK-ME-UP!**



Note: Cover and content in TOTAL ADVANCE are subject to change

AVAILABLE FROM ALL GOOD NEWSAGENTS – OUT NOW

PERIPHERAL
VISIONSTEERING
WHEELS

LOVE DRIVING GAMES but need that extra edge of realism that you can only get from sitting in a bucket seat and gripping a huge wheel? Well, you've come to the right place because we can help with that dream (some of it anyway) this month – how? With our handy-dandy reviews of these lovely racing wheels that are currently on the market, that's how. Don't go forking out any cash until you've read the low-down on all of them...

CHALLENGE 2 RACING WHEEL

IT MIGHT BE the cheapest option on the market and carry an official Ferrari branding but to be honest, you'd be doing yourself an injustice by considering the Challenge 2 as a worthwhile purchase. Sure, it's got all the necessary buttons and controls to make it useable (even if they are ridiculously tiny and fiddly to press) but to be honest, that doesn't make up for the fact that the wheel is insanely small and feels more like a Fisher Price toy than a proper racing wheel. Where are the pedals? Why does it go from no turn to full lock in the space of a few millimetres? We don't know. However, the oddest thing we found is that by trying to keep the size of the whole unit down to a minimum, Thrustmaster have miscalculated on

the weight of the wheel itself – as a result, the wheel has trouble standing up on its own without the help of a grip clamp. The trouble is... well, the supplied grip clamp just doesn't work. Try as we might, the whole thing just wouldn't screw together and left us trying to delicately balance the wheel on the table. An oversight on Thrustmaster's part? Perhaps – either way though, this wheel just can't cut it against the stiffer competition.

INFORMATION

MANUFACTURER	THRUSTMASTER
PRICE	\$49.99
PEDALS	NO
VIBRATION	YES
GRIP CLAMP	YES
PROGRAMMABLE BUTTONS	YES



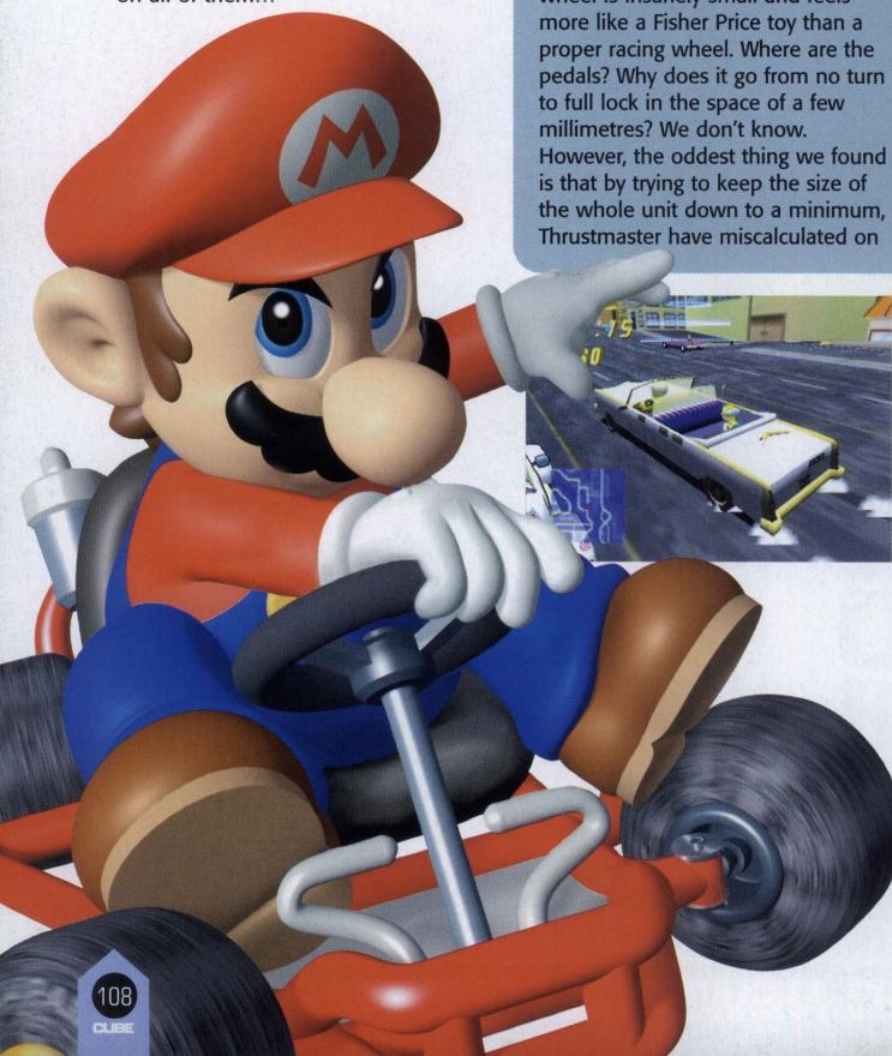
TOP DRIVE PRO

IT'S BIG, BULKY AND heavy... but that's not a bad thing. Instead, the bulk of the Top Drive Pro actually makes it feel much more solid than the other wheels and helps to keep it on the table, even without the suckers and grip clamp provided. What's more, the design means that not all of the buttons have to be crammed onto the face of the wheel itself. Instead, there's a small panel to the side that incorporates not only the Start Button and a switch to increase the sensitivity of the wheel (at last!), but also the one thing that all the other wheels are missing – an Analogue Stick that can double as the C-Stick at the flick of a switch. On the control side, the pedals are suitably heavy and feel like they've got some

real give in them (along with a good gradient for analogue control). However, it's the wheel itself that actually shines as it's the only one that has a dead zone that isn't too big or too small – turning actually works in relation to how much you move the wheel, rather than having to jerk it all the way round. Make no bones about it, this is so far the best wheel on the market... If you can find it, get it!

INFORMATION

MANUFACTURER	LOGIC 3
PRICE	SEE LOGIC3.COM
PEDALS	YES
VIBRATION	YES
GRIP CLAMP	YES
PROGRAMMABLE BUTTONS	YES



DRIVE ME CA...RAZEE!

NB: All steering wheels were tested on PAL GameCubes under the same conditions, using exactly the same test titles: Crazy Taxi, Driven, 18Wheeler, F1 2002 and Burnout.

4GAMERS STEERING WHEEL

YES, THE 4GAMERS wheel is the same size as the Thrustmaster one... but don't be fooled. Through good use of rubber grip and a clamp that matches the Saitek wheel (along with a laptop option for people with skinny legs), this wheel feels much less like a child's toy than it probably should. It's also fairly minimalist in its design. Cheekily, the 4Gamers wheel manages to get out of having too many buttons and controls over the wheel (there isn't even a D-pad, for

goodness sake!) by giving the option to plug in a proper controller on the side. Though keeping clutter down on the wheel is certainly a good thing, we can't help but think that it's also a little lazy on the design front. The pedals work nicely and feel solid enough, but unfortunately the 4Gamers wheel suffers slightly on the control front due to a overly-large dead zone (the area where the wheel sends you in a straight line rather than turning) in the middle of the wheel. Consequentially, you'll

find yourself turning it further left and right than you might like to get any response out of it, especially as it's a smaller wheel than some. To be frank, it's certainly nice to look at but not so good for actually driving...

INFORMATION

MANUFACTURER	4GAMERS
PRICE	TBC
PEDALS	YES
VIBRATION	YES
GRIP CLAMP	YES
PROGRAMMABLE BUTTONS	NO

FINAL SCORE

3/5

GTZ500 RACING WHEEL

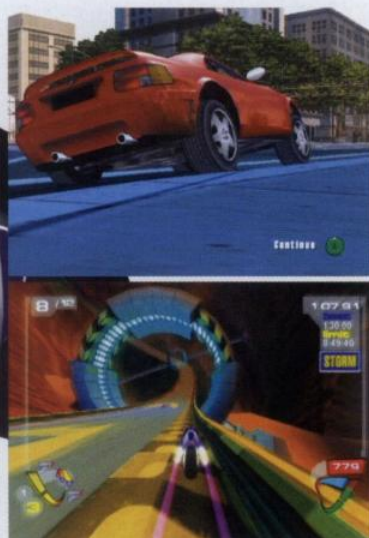
MMM, PURPLE. CERTAINLY the most aesthetically pleasing of all the steering wheels here, the GTZ500 manages to feel both solid and comfortable thanks to its rugged (if slightly plastic-feeling) design. This design also incorporates all the necessary buttons in very comfortable locations, a D-pad cleverly placed in the centre, rear paddles for gear changing and a small yet comfortable set of pedals – nice. The inclusion of a laptop option is quite nice as well, although we doubt whether anyone older than ten-years-old will be able to get their legs under the wheel comfortably AND still use it. However, the only real problem we've actually got with the wheel is quite a big one – much like some of the other wheels here, the central dead zone is a little bit too large for our liking. The fact that the wheel doesn't actually turn that far means that steering seems to be limited to a rather small area of the amount you can actually turn it... not good, especially when you've got the wheel sitting on your lap. It's a shame because if it wasn't for this rather major fault, Saitek could have had the best wheel out

INFORMATION

MANUFACTURER	SAITEK
PRICE	SEE SAITEK.COM
PEDALS	YES
VIBRATION	YES
GRIP CLAMP	YES
PROGRAMMABLE BUTTONS	NO

FINAL SCORE

3/5



Even XG3's unconventional vehicles can benefit from a steering wheel.



FINAL SCORE

4/5



CUBE

ISSUE NINE

DIRECTORY

We give you the only reviews that you can trust, so it stands to reason that this is the definitive guide...

ADVENTURE

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
ANIMAL LEADER	Nintendo	Saru Brunei	1	X	X	21	5	NTSC	7.5
BATMAN VENGEANCE	Ubi Soft	In-House	1	X	X	2	6	PAL	7.3
BIOHAZARD	Capcom	In-House	1	X	X	11+	5	NTSC	9.5
BOMBERMAN GENERATION	Majesco	Hudson Soft	1-4	X	X	3	8	NTSC	8.8
DOSHIN THE GIANT	Nintendo	Param	1	X	X	40	8	NTSC	8.0
GAUNTLET: DARK LEGACY	Midway	In-House	1-4	X	X	4	7	NTSC	6.5
LUIGI'S MANSION	Nintendo	In-House	1	X	Issue1	3	6	PAL	7.8
SPIDER-MAN: THE MOVIE	Activision	Treyarch	1	X	X	2	7	PAL	6.1
SONIC ADVENTURE 2 BATTLE	SEGA	Sonic Team	1-2	✓	X	6+	3	PAL	8.0
UNIVERSAL STUDIOS	Kemco	In-House	1	X	X	1	6	PAL	3.7

RPG

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
ANIMAL FOREST +	Nintendo	In-House	1-4	✓	X	57	4	NTSC	8.1
LOST KINGDOMS	Activision	From Software	1	X	X	2	8	PAL	7.2

PARTY/PUZZLE

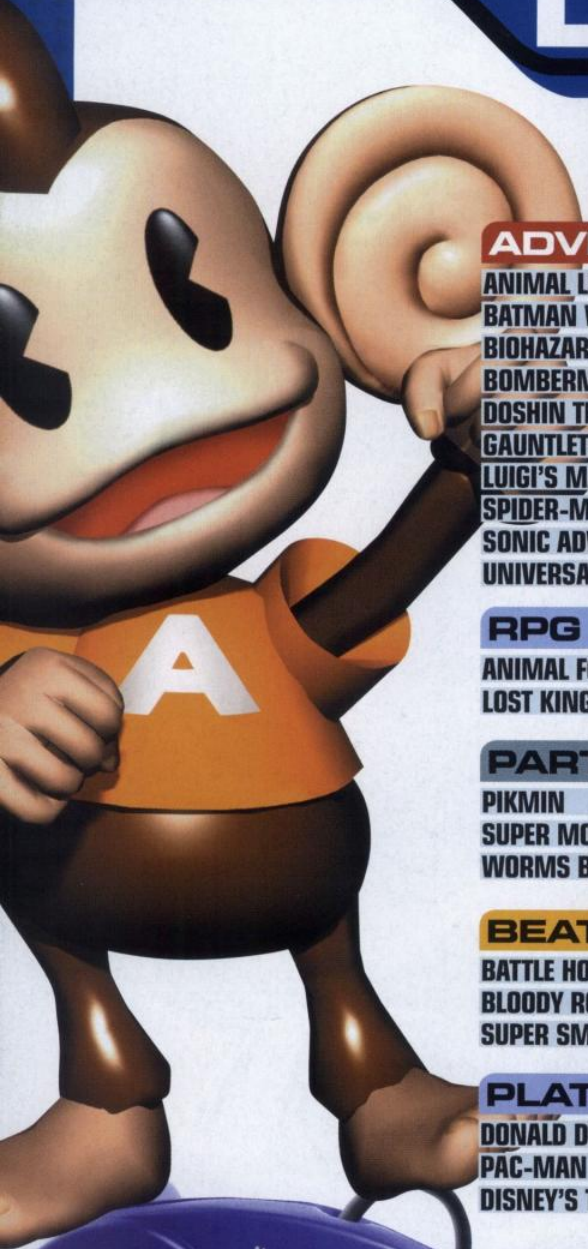
	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
PIKMIN	Nintendo	In-House	1	X	Issue7/8	19	7	PAL	9.0
SUPER MONKEY BALL	SEGA	Amusement Vision	1-4	X	X	5	6	PAL	9.3
WORMS BLAST	Ubi Soft	Team 17	1-2	X	X	3	7	PAL	8.0

BEAT-'EM-UP

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
BATTLE HOUSHIN	Koei	In-House	1	✓	X	6	7	NTSC	7.0
BLOODY ROAR: PRIMAL FURY	Activision	Eighting	1-2	X	X	3	6	PAL	7.0
SUPER SMASH BROS. MELEE	Nintendo	NCL	1-4	X	Issue6	11	6	PAL	8.6

PLATFORM

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
DONALD DUCK: QUACK ATTACK	Ubi Soft	In-House	1	X	X	6	6	PAL	6.5
PAC-MAN WORLD 2	Namco	In-House	1	X	X	16	5	PAL	6.1
DISNEY'S TARZAN FREERIDE	Disney Int.	Ubi Soft	1	X	X	8	6	PAL	5.2



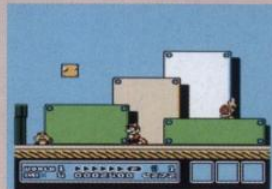
THE ESSENTIAL INFO TO EVERY GAME THAT CUBE HAS REVIEWED!

RACING	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
18WHEELER AM-PRO TRUCKER	Acclaim	In-House	1-2	X	X	3	8	PAL	4.4
BURNOUT	Acclaim	Criterion Games	1-2	X	X	6	6	PAL	8.5
CRAZY TAXI	Acclaim	In-House	1	X	X	4	6	PAL	7.3
DRIVEN	Bam! Ent.	In-House	1-2	X	X	3	6	PAL	7.0
SIMPSON'S ROAD RAGE	EA	Radical Ent.	1-2	X	X	5	6	PAL	7.8
SMASHING DRIVE	Namco	Point Of View	1-2	X	X	3	5	PAL	3.8
WAVERACE: BLUE STORM	Nintendo	NSTC	1-4	X	Issue5	3	6	PAL	9.0
XG3: EXTREME G RACING	Acclaim	In-House	1-4	X	X	3	6	PAL	8.4

SPORTS	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
2002 FIFA WORLD CUP	EA	In-House	1-4	X	X	29	6	PAL	7.2
DARK SUMMIT	THQ	Radical	1-2	X	X	4	8	PAL	6.2
DAVE MIRRA FREESTYLE BMX 2	Acclaim	Z-Axis	1-2	X	X	4	6	PAL	7.4
ESPN INT. WINTER SPORTS 2002	Konami	In-House	1-2	X	X	3	6	PAL	6.4
ISS2	Konami	Major A	1-4	X	X	9	6	PAL	8.2
LEGENDS OF WRESTLING	Acclaim	In-House	1-4	X	X	3	7	PAL	4.7
NBA COURTSIDE 2002	Nintendo	Left Field	1-4	X	X	7	8	PAL	6.8
NBA STREET	EA	NUFX	1-2	X	X	10	6	NTSC	8.9
NFL QUARTERBACK CLUB 2002	Acclaim	In-House	1-8	X	X	4+	4	PAL	6.7
NHL HITZ 2002	Midway	Black Box Games	1-4	X	X	5	6	PAL	9.1
SEGA SOCCER SLAM	SEGA	Black Box Games	1-4	X	X	4	8	NTSC	9.0
SSX TRICKY	EA	EA Sports BIG	1-2	X	X	8	7	PAL	8.8
TONY HAWK'S PRO SKATER 3	Activision	Neversoft	1-2	X	Issue4	6	6	PAL	9.0
VIRTUA STRIKER 3 VER. 2002	SEGA	Amusement Vision	1-2	X	X	2+	8	PAL	8.4

SHOOT-'EM-UP	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
AGENT UNDER FIRE	EA	In-House	1-4	X	X	3	7	PAL	6.4
CEL DAMAGE	EA	In-House	1-2	X	X	2	6	PAL	4.3
SPYHUNTER	Midway	Point of View	1-2	X	X	6	7	PAL	6.1
STAR WARS: ROGUE LEADER	Activision	Factor 5	1	X	Issue2/3	3	6	PAL	9.1

CONSOLE TOP FIVE GAMES... EVER!!!

N64	SNES	NES	GBA
 1. SUPER MARIO 64 1996/NINTENDO 2. THE LEGEND OF ZELDA: OCARINA OF TIME 2000/NINTENDO 3. THE LEGEND OF ZELDA: MAJORA'S MASK 1998/NINTENDO 4. GOLDENEYE 1997/NINTENDO/RARE 5. CONKER'S BAD FUR DAY 2001/NINTENDO/RARE	 1. SUPER MARIO WORLD 2: YOSHI'S ISLAND 1995/NINTENDO 2. ZELDA 3: A LINK TO THE PAST 1991/NINTENDO 3. SUPER MARIO WORLD 1990/NINTENDO 4. CHRONO TRIGGER 1995/SQUARESOFT 5. FINAL FANTASY 6 1994/SQUARESOFT	 1. SUPER MARIO BROS. 3 1988/NINTENDO 2. LEGEND OF ZELDA 1986/NINTENDO 3. SUPER MARIO BROS 1983/NINTENDO 4. MICRO MACHINES 1991/CODEMASTERS 5. METROID 1987/NINTENDO	 1. SUPER MARIO ADVANCE 2 2002/NINTENDO 2. KURU KURU KURURIN 2001/NINTENDO 3. ADVANCE WARS 2001/NINTENDO 4. GOLDEN SUN 2002/CAMELOT 5. BREATH OF FIRE 2001/CAPCOM

GAMECUBE

THE BEST OF A BEAUTIFUL BUNCH. LISTED FOR YOU...

- 
BIOHAZARD
2002/CAPCOM
- 
SUPER MONKEY BALL
2001/SEGA
- 
ROGUE LEADER
2001/ACTIVISION
- 
NHL HITZ 20-02
2001/MIDWAY
- 
WAVERACE: BLUE STORM
2001/NINTENDO
- 
TONY HAWK'S PRO SKATER 3
2001/ACTIVISION
- 
SEGA SOCCER SLAM
2002/SEGA
- 
PIKMIN
2001/NINTENDO
- 
BOMBERMAN GENERATION
2002/MAJESCO
- 
SUPER SMASH BROS. MELEE
2001/NINTENDO

Next Month... Next Month... Next Month... Next Month...

HORIZON



**BIG
GAMES**

TIMESPLITTERS 2

➔ TIME TO LOCK AND LOAD, PEOPLE!

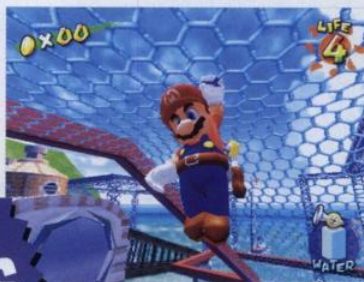
You wanted a great first-person shoot-'em-up on the GameCube... and now you've got it! It's the sequel to the best-selling PS2 title plus a kick-arse game to boot... and we've got it first, right here next issue!



SUPER MARIO SUNSHINE

➔ WE DO IT PROPERLY, FOLKS!

Why settle for our competitors' half-arsed reviews cobbled together in a couple of days with screens from very early in the game, when you can have the complete rundown on this summer's biggest game right here?



Definitive reviews of ALL the latest GameCube titles

REVIEWS



RTX RED ROCK

LucasArts latest space-based adventure with a twist.



TOP GUN: COMBAT ZONES

Virgin attempts to take your breath away with the dogfighting ace!



PHANTASY STAR ONLINE

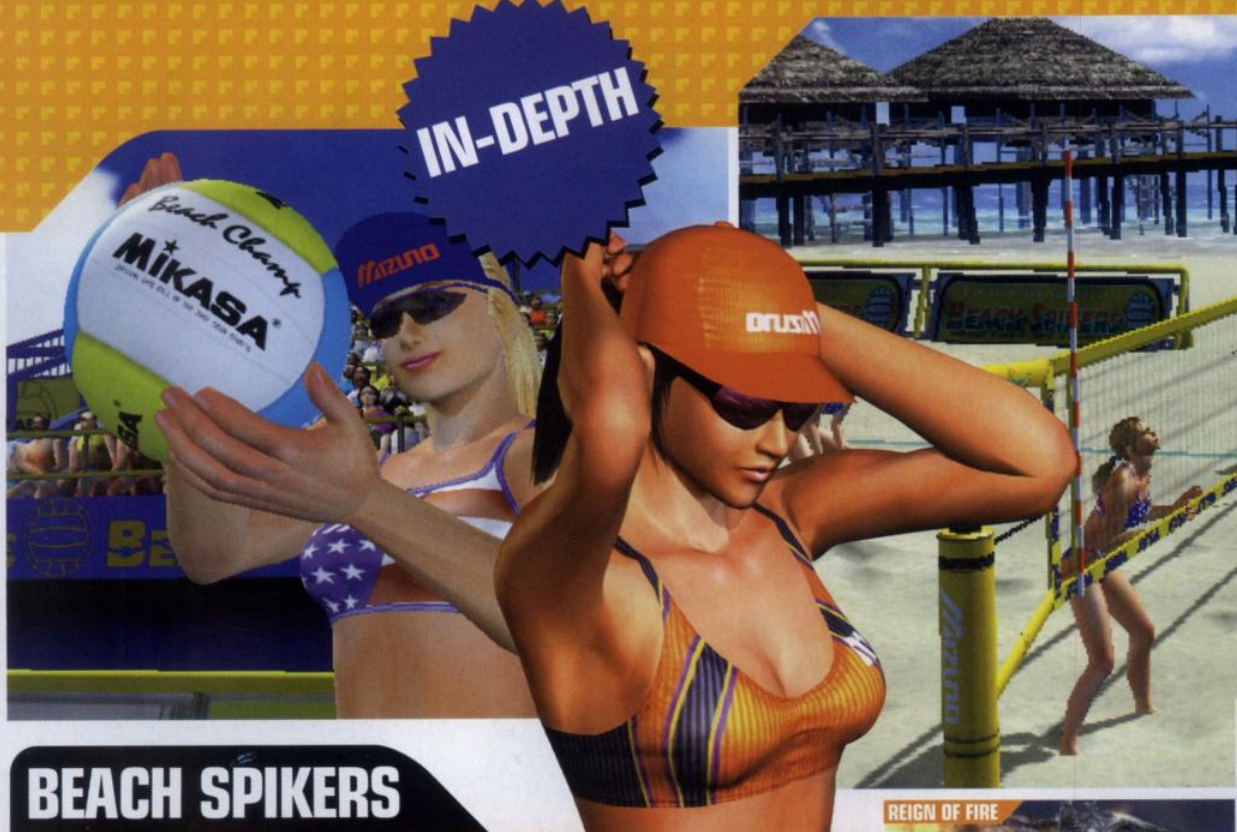
The GameCube goes online with SEGA's epic action adventure game.



EGGO MANIA

If you're going to make a puzzle game, you've got to break some eggs!

IN-DEPTH



PLUS

INTERVIEWS

STUDIO EYE

RUNECRAFT

Soldiers, gangsters and Martians... We sneak around the development company with more surprises under its roof than any other.



BEACH SPIKERS

IN-DEPTH

Sun, sea, sand and all the pretty ladies that you can imagine – yep, SEGA's brought them all to the GameCube in this sporting spectacular!

All the latest information and screenshots for all the greatest games!

- Turok Evolution
- Aggressive In-Line
- Star Fox Adventures
- Reign of Fire
- The Legend of Zelda
- Rally Fusion

REIGN OF FIRE



AGGRESSIVE IN-LINE



RALLY FUSION



STAR FOX ADVENTURES



SOLUTIONS

PROBLEM SOLVED

CAPCOM VS SNK 2: EO

Getting your butt kicked by Shin Akuma? Can't stand the heat of God Rugal? Then you'll need all the best fighting hints and tips from us!



es, including:



MIX SUPERFLY

THQ goes a bit dirt-bike crazy with their latest racing masterpiece...

PLUS

- Mario Party 4
- 007: Nightfire
- Butt Ugly Martians
- Star Wars: Clone Wars
- Jedi Knight 2
- Tony Hawk's Pro Skater 4
- Donald Duck As PK
- Soul Fighter
- Flintstones: Viva Rock Vegas
- Toxic Grind
- Hidden Invasion

Plus all the latest cheats, tips and hints for the best GameCube titles!

*Note: We reserve the right to alter content

A great man once said, "If you love videogames, then you probably love Nintendo"... err, probably. Of course, we on CUBE feel that couldn't be closer to the truth – Nintendo has been developing the very best example of videogames for a long time now and is only matched by other true innovators in the field such as gaming giant SEGA. Yes folks, this is our shine to what we believe to be the best developer on the planet... won't you join us in worship?

Super Metroid

Despite not being as widely used as some of Nintendo's other characters (such as Mario or Link), Samus Aran still has a firmly faithful following among the gaming masses. Maybe it's the super-tough armour that she wears, the massive array of weaponry that she brandishes, the impressive moves that she performs... or possibly the fact that under all that armour, she's a really hot chick. In any case, all these things combined in 1994 to form what was one of our top ten games on the SNES...

Picking up where the previous games left off (Mother Brain defeated in the original game, all the Metroids bar one destroyed in the sequel), *Super Metroid* was a work of pure genius from Gunpei Yokoi – the man behind the Game & Watch and the Game Boy. Much in the same way that *Super Mario World* had taken the platform genre and expanded it into a sprawling game with tons to do, so *Super Metroid* did it with the original ideas for *Metroid*. While some of the elements were familiar (weapon upgrades, enemies, scenery) due to the game being set on the same planet as the first game, the sheer size of the game this time around – coupled with all the things you had to do, the logical puzzles and of course the massive bosses – blew everyone away. To be honest, we'd have been happy if Nintendo had just brought this game to the GameCube rather than making a whole new one...



CUBE

Image from Resident Evil

CUBE

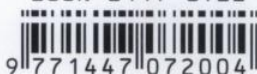


INSIDE:

Time Splitters 2 ■ Super Monkey Ball 2
Jedi Knight 2 ■ RTX Redrock ■ Darkened Skye
Outlaw Golf ■ Super Mario Sunshine ■ WWE Wrestlemania X8
Eternal Darkness ■ F1 2002 ■ Zoo Cube
Red Card ■ Supercross World ■ Capcom vs SNK2: EO
007 Agent Under Fire ■ Beach Spikers ■ Top Gun: Combat Zones

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